

# THE BIG STAR CITIZEN ADMIRER'S MANUAL (THE BIG S.C.A.M)

EVERYTHING STAR CITIZEN



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## ABOUT THIS GUIDE

*“If you think it’s hard to read through this thing, you should have seen how the guy who wrote it ended up.”*

- The author, on perspective

The BIG S.C.A.M seeks to do what websites and compendiums cannot do: Put every damned thing about this game into a single pdf.

This guide will feature as much information as possible about Star Citizen in its glory. Information presented in this guide will be assumed confirmed and speculation or opinion will be marked. The guide seeks to be unbiased as far as possible, but the author reserves the right to make snide, unjustified remarks whenever the hell he wants to.

This guide seeks to provide a single document that can answer your questions by finding your relevant page, or swamping you with knowledge should you want to learn as much about Star Citizen as possible, but don’t want to leave a single document.

The development of Star Citizen is still in its infancy and this guide will be updated constantly to reflect the changing universe.

### Usage

The guide is usable from the table of contents like any book. Each section of the book seeks to cover a concept and explain it thoroughly and simply for anybody interested in Star Citizen. The guide is formatted in such a way that subsections are presented and speculation is clearly marked.

Certain sections will also feature small FAQs listing questions and answers relevant to the topic at hand.

Readers are urged to point out any inconsistencies, factual errors, errors in spelling, grammar or sentence structure to the author in order to ensure that this guide remains a useful and accurate information source.

### Short Instructions

1. Read Table of Contents
2. Use links in the Table of Contents to navigate to relevant articles.
3. Didn’t find what you were looking for? Press ctrl-f and search the document.
4. Still didn’t find what you were looking for? Yell at the author in the forum thread.
5. Repeat Step 1.

# ABOUT STAR CITIZEN



# ABOUT STAR CITIZEN

## OVERVIEW

### THE PC SF FPS SPACE SIM IN A NUTSHELL

*“We just care about making the **Best Damn Space Sim Ever**.”*

- Star Citizen website, on project direction

Star Citizen is an upcoming PC science fiction first-person space simulation game set in the 30<sup>th</sup> Century AD.

Star Citizen will allow players to take part in a singleplayer campaign as a military pilot, or ply the stars in a persistent, multiplayer game world. Star Citizen takes advantage of CryEngine to deliver a blend of ship combat and first-person-shooter gameplay in an expansive universe.

Star Citizen is the brainchild of Chris Roberts, game developer and filmmaker who is known for codifying the space simulator genre, having participated in the development of a number of known space simulator games, prior to working in the film industry.

Star Citizen is fully crowdfunded via various systems of monetary pledges from fans. As of October 2014, crowdfunding has generated over 58 million USD toward the development of Star Citizen. This greatly exceeded the initial goals for crowdfunding and has allowed Star Citizen to become the largest crowdfunded project in history.

Star Citizen is set for a development cycle during which the game will enter alpha and beta stages at various points and is set for a full release during the year 2016.

Being the largest crowdfunded software project in history, Star Citizen has a great number of challenges to meet and massive expectations from the player base to contend with. If they don't make the “**Best Damn Space Sim Ever**,” a lot of spaceship nerds are going to be very, very upset.

# FACTBOOK

MOST OF THESE ARE ACTUALLY TRUE.

*"Because that's the spirit -- for me, the spirit of crowdfunding is participation. The power,"*

- Chris Roberts, on world domination

## Genre

Science fiction first-person space simulation

## Developers

Cloud Imperium Games

Behaviour Interactive

voidALPHA

CGBot

## Publisher

Cloud Imperium Games

## Platform

PC

## Release date

2016 - 2017

## Current State

Limited public alpha phase

## Distribution model

Digital

## Funding

Crowd-sourced

## Monetisation

Game purchases

Digital microtransactions

Physical goods

## Gameplay model

Single purchase, lifetime ownership

## Subscription

Optional subscription for additional development information

## Gameplay

Single player story campaign

Multiplayer persistent universe

Private server gameplay

## HISTORY

SOMETIMES, HISTORY IS BORING. THIS IS ONE OF THOSE TIMES.

*“Reclaim the stars in the exciting new Space Epic from legendary game designer Chris Roberts.”*

- Original Kickstarter tagline



Star Citizen made its entry into the world via Kickstarter and its official website. The game was launched with a number of crowdfunding goals that had to be met and a comprehensive listing of the features the game would hold.

Funding for Star Citizen's initial goals was met extremely rapidly. The Star Citizen Kickstarter launched in October, 2012 and met its 500 000 USD goal within 5 days of launch. Crowdfunding on the official website has been consistently successful, with over 58 million USD raised as of October 2014.

Wingman's Hangar, a weekly video show was launched on 21 December, 2012. The show was hosted by Eric *Wingman* Peterson and features developmental updates, question and answer features and other events in shows that are broadcasted on TwitchTV and YouTube.

During the initial development of Star Citizen, CIG regularly updated the official website with information, news and articles on development and the universe. This has built up a great deal of anticipation and speculation around the nature of the game.

Star Citizen's first playable module: The Hangar Module was released to backers who owned the alpha version of the game on 29 August, 2013. The module contains modelled ships that the player has purchased and allows the player to explore the ships and hangar.

The first playable version of the Dogfighting Module, entitled *Arena Commander* was released on June 4, 2014. Arena Commander has since seen updates to fix bugs, improve stability and add new workable vessels.

# PLANNED FEATURES

STUFF THAT WILL GO ONTO YOUR HARD DRIVE.

*“Complacency rarely leads to innovation.”*

- Chairman Roberts of Roberts Space Industry addressing the board of directors

Major features of Star Citizen include:

## **Player-driven singleplayer experience**

Squadron 42 will feature a large singleplayer campaign with a variety of outcomes and decisions to allow players to shape their character.

## **Persistent universe multiplayer**

A persistent, multiplayer universe will allow players to interact in a single, official environment where they can change the course of the game through their actions.

## **Supply/demand driven economy**

The Star Citizen economy will be driven by supply and demand for goods and services. Thus, player acts such as demanding items, piracy and trade can impact how in-universe businesses will run and respond.

## **Spaceships**

SPACESHIPS PEW PEW

## **Pretty graphics**

Star Citizen's basis in CryEngine and heavy emphasis on artistic consistency and good design will create a game that is extremely detailed graphically.

## **Next generation hardware support**

Star Citizen will feature full support of next-generation technology including 4K HD and Oculus Rift as part of enhancing immersion.

## **In-depth ship and combat simulations**

Ships are modelled with rigid-body physics and combat will be extremely deep, featuring complex damage systems, boarding mechanics and customisation. Life in space will be simulated to the fullest extent possible: Want to take a dump on your space toilet? You can do that! Want to take a nap in your space bed? Sure!

## **FAQ**

**Q1.** Are the features for Star Citizen solid and final?

**A1.** No, Star Citizen is in development and many goals, features and plans may change.

**Q2.** Spaceships?

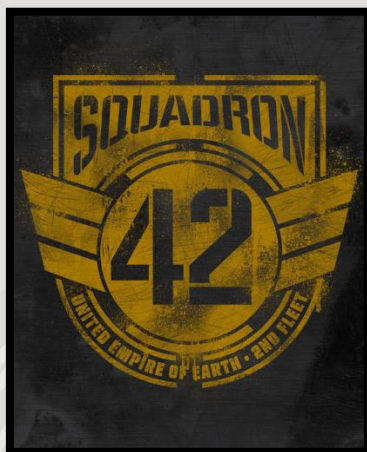
**A2.** Spaceships!

## SQUADRON 42

SOME PEOPLE DON'T HAVE FRIENDS. DON'T WORRY, CHRIS ROBERTS  
HASN'T FORGOTTEN YOU!

*“The scope and scale and ambition of it now is gonna be up there with anything I could’ve  
done with Wing Commander”*

- Chris Roberts, on big things



### **Service guarantees citizenship!**

Squadron 42 will be the optional singleplayer story component of Star Citizen. Squadron 42 will feature the player as a pilot within the UEE Navy, flying spacecraft in a variety of missions in the universe.

Squadron 42 has been compared to the Wing Commander series for its style, but will feature multiple outcomes for character progression, failure and decision-making. The game was compared more closely to Wing Commander than Wing Commander 3 or 4.

Squadron 42 will blend seamlessly into the persistent universe and once players leave military service, they will be placed into the persistent Star Citizen universe and left to take part in the universe in whichever form they desire.

### **FAQ**

**Q1.** Do I have to complete Squadron 42 to take part in the persistent universe?

**A1.** No.

**Q2.** What will I leave Squadron 42 with?

**A2.** Players leaving the military will leave with accumulated income which they may spend in the persistent universe as well as their UEE Citizenship.

**Q3.** Will Squadron 42 feature failures that can carry from mission to mission?

**A3.** Yes.

**Q4.** Will I be able to dictate the progression and destination of my campaign in Squadron 42?

**A4.** Yes.



## PERSISTENT UNIVERSE

WHEN YOU SCREW UP HERE, IT'LL BE FOR REAL.

*“Oh, this week was horrible – we had birthday parties at the house, and things going on and umm, yeah, I gotta do better, my apologies.”*

- Eric ‘Wingman’ Peterson providing justification for his weight gain.

The persistent universe will be Star Citizen’s official multiplayer component, in which players will be able to interact in a single, persistent environment with other players and NPCs to develop the game world.

The persistent universe will feature over a hundred star systems and more locations for players to explore and make their lives in. This is coupled with the many jobs that players can take up with other players, including exploration, bounty hunting and piracy to make a rich, living game universe.

### **Your name in the books**

The persistent universe is closely tied with the lore of Star Citizen and players will be able to impact official game lore, such as having their names placed into history or locations, or having their discoveries make an impact on game lore.

The persistent universe will feature also feature consistent, small updates to enrich it and the game experience at a steady rate.

Unofficial, private servers will also be supported.

## FAQ

**Q1.** How will the persistent universe support thousands of players?

**A1.** Instances of several dozen or more players will be created to reduce hardware load.

**Q2.** What will NPCs do in the persistent universe?

**A2.** NPC corporations will sell ships, equipment, supplies and provide combat, trade and mission interactions for players.

# FUNDING

## MONEY!

*“When there’s an article about us, there’s always one person who’s like, ‘IT’S A SCAM,’ ”*

- Chris Roberts, on funding Star Citizen

Star Citizen is the largest crowdfunded software project in history and has eschewed traditionally video game publisher models in favour of crowdfunding and word-of-mouth advertising.

It reached its initial funding goals rapidly and continues to be crowdfunded, having completely exceeded its budget needs for the basic game within its first year of funding. Star Citizen funding is now directed at company expansion and stretch goals that were planned as part of the game, but were not implemented as part of the core game plan.

Funding in Star Citizen is primarily conducted on the official website via the Pledge Store.

The Pledge Store is the official outlet in which the game, alpha access, beta access, physical and digital goods can be purchased. Any profits made on these items are put toward the development of Star Citizen.

Players wishing to make a ship or package purchase from the Star Citizen Pledge Store may consult the author’s [Simplified Guide to Pledge and Ship Selection](#).

### Opinion

Pledge store digital items are generally expensive with price tags going into multiple hundreds of dollars. For digital items, these prices are ridiculous, but purchasing such items from the game should not be seen as purchasing spaceships. It should instead be seen as funding the development of Star Citizen via pledges and receiving a spaceship as a token of appreciation. That is the core of the pledge store. All ships can be acquired ingame, anyway.

# PLEDGING

FINANCIAL RESPONSIBILITY IS MORE IMPORTANT THA- OOOH SHINY.

*“I’ve got all the money I’ll ever need, if I die by four o’clock.”*

- Henry Youngman, on finances

This section contains author opinion.



## Funding Star Citizen

Star Citizen is noteworthy for being entirely crowdfunded. This frees the developers from the constraints of traditional publishing, and allows for a very large amount of funding to go toward game development.

Funding Star Citizen takes place through *pledges*. In the context of Star Citizen, a pledge is a sum of money provided to the developers in exchange for digital and/or physical goods, with a significant margin of profit to allow more money to go to game development.

The key thing to note about pledges is that their primary intention is to fund the development of Star Citizen. All ships currently acquirable via real money means will be acquirable in the game by simply playing the game. Once full release is achieved, a single payment to purchase the game will allow any player to acquire any spacecraft.

Interested parties may balk at the idea of something like the Reclaimer (over \$300 garbage collector that cannot be flown, potentially for many months), but the key ideal to take away here is that when a Reclaimer is bought, the ship itself is added to the buyer’s account at absolutely no cost to the developer. Therefore, the developer has effectively received \$300 in funding support. The key to keep in mind is that the high price point of items in Star Citizen is to facilitate funding for the game, not to acquire these items. The majority of these items are actually unusable and will remain so for a long time. Pledging is not the acquisition of spaceships. Pledging is supplying money toward the development of a demanded game. More dramatically, it is one small step closer to achieving a dream.

## PLEDGING AND YOU

This section contains author opinion.

### **The Pledging Problem**

Before pledging, it is ideal to take into account personal needs versus desires, as well as budget and the game's development. Star Citizen is constantly in the news and has become irreversibly associated with a Dollar amount. To many outsiders, the game appears to be a Dollar amount with a 3D demo and some concept art, and this viewpoint has been brought up both by its tremendous success, and its monetary practices.

Although people constantly hear of a rare spaceship being exchanged on the grey market for thousands of dollars, or the developer selling a spaceship that will not see the light of day for months for hundreds of dollars, this hyperbole completely ignores the mundane side of Star Citizen. Star Citizen is in fact, a video game. And getting started is not at all expensive.

### **Questions to Ask**

One thing Star Citizen is infamous for is the large number of players who have made immense purchases of this digital content. Prior to making any digital purchase related to Star Citizen, it is important to ask questions about whether this purchase is worthwhile.

1. Is this purchase necessary for me to actually enjoy the game?
2. Is acquiring a potential spaceship months down the line worth the money I spend now?
3. Am I aware that Star Citizen needn't be an expensive game to play?
4. Star Citizen is already profitable – who needs this money more, me or Chris Roberts?
5. Will this purchase eventually entertain me enough that it becomes worthwhile?

Each individual's financial responsibility is their own matter, but it is always important to note that starting Star Citizen is not an expensive process, and that Star Citizen will function just fine with a few dollars missing. Star Citizen is the rare case of a game that is profitable prior release and strictly speaking, does not require additional funding to be built to standard.

### **At the End of the Day...**

An individual's money is theirs to spend. Spend responsibly, and support Star Citizen.

## PLEDGING AND THE STORE

This section contains author opinion.

### **Meltdown**

One important facet of pledging to Star Citizen and acquiring digital content is the fact that all digital content purchased and attached to an account can be converted store credit in the full amount it was purchased for, at no cost. There is no need to decide on a single digital purchase, when players may start with low purchases and gradually convert their purchases to store credit and buy different items or use the store credit to make up part of a new, larger purchase.

For instance, if a new player enjoys playing Arena Commander in their simple Aurora after purchasing the Arena Commander Starter package, they may look into supporting the game further, or simply enriching their own experience further with another ship.

They convert their existing \$45 package to store credit. Then they purchase a Wing Commander Pass for \$5. The remaining \$40 store credit is coupled with an additional \$20 used to purchase a 300i Package. This player may now take part in the alpha game in a new, rather more elegant ship and Star Citizen has just acquired another \$20 funding.

Although this system is extremely convenient, players should take care in order to avoid overspending. Purchasing Star Citizen in order to play on release costs no more than \$30 and purchasing Star Citizen in order to join the alpha gameplay immediately costs no more than \$45. All other purchases made contribute only to game development and player enrichment, but are not required to play the game.

It is important to avoid spending in small increments regularly and to end up spending too much money. Spending \$15 per month over the course of 8 months is still spending \$120. It simply feels less significant. Investing in entertainment is important, but equally important is ensuring that pledges made to Star Citizen benefit the developer *and* player in equal measure.

### **Limited Issue**

Occasionally, the developer will place ships on sale for a limited time period, or in limited numbers. These ships generally do not go back on sale for a long period, if at all, so if there is desire for such a ship, there is generally only one opportunity to acquire them through the official store.

# THE PLEDGING MINI-GUIDE

## Arena Commander Access

In order to access Arena Commander, the ongoing alpha testbed for Star Citizen, players must purchase an [Arena Commander Pass](#) if their current game package does not include one. Players who own a game package containing the *Alpha Access* or *Arena Commander* items can take part in Arena Commander immediately, without additional cost.

## I Want In

As of October 2014, the simplest way to experience the most of Star Citizen as quickly as possible, as cheaply as possible is via the *Arena Commander Starter* package. This package contains access to the ongoing alpha test of Star Citizen, as well as including beta access, the full game in digital format and other minor extras. The Arena Commander Pass included in this package allows new backers to immediately join the alpha gameplay and experience Star Citizen from the get-go. This is the only purchase necessary to play the game in its alpha, beta and full state.

## I Want Basics

The current starter ship lines are the Aurora and Mustang (unreleased). These ships and their associated game packages are the cheapest way to access the full game. However, these packages do not necessarily include Arena Commander access. As of October 2014, only individuals with Alpha Access or Arena Commander Pass items may take part in the alpha gameplay element.

To simplest way to ensure that a player always has Alpha/Arena Commander access is to purchase the Pass separately of their game package. The game package will contain Beta Access and the full game. An Arena Commander access pass grants access to the playable alpha game.

Arena Commander cannot be accessed unless the player already owns a full game package.

## I Want More

Beyond the most basic package, there is a wide variety of ships and extras that players may look into, although these are universally unnecessary for owning and playing the game in future. These extras are strictly optional and are purchased in support of the developer, and to enrich the player's personal gaming experience.

Other extras include ship upgrades, cross-chassis ship upgrades and entirely different ships, but these are not necessary to play the game.



# KEEPING UP WITH THE GALAXY

This section contains author opinion.

Star Citizen's development process is ongoing and updates on development and the future of the game are regularly posted. However, the large amount of information can be extremely difficult to consume or keep up with. With CIG being a relatively transparent and open company, there is bound to be a massive amount of information pouring through.

## **Lies, all lies**

One of the key factors to keep in mind about game development is the fact that *nothing is concrete* and even after final release, changes and patches are still a fact of life. Due to the fact that Star Citizen is still in its very early stages of development, everything except broad generalisations from developers should be taken as something that can change.

“Star Citizen will contain a large, persistent universe,” is a statement that can be believed.

“The Anvil Aerospace Carrack is going to contain 2 main engines,” is a statement that may reflect current ideas about development, but is extremely likely to change before release.

## **Following Star Citizen**

There are a large number of reliable, official news sources through which people can follow Star Citizen.

**Newsletter** – Star Citizen has an official mailing list and releases a periodic newsletter with gameplay updates. This is very useful for individuals who only want a simple, regular summary of development and do not care for exploring the website itself or following development in tremendous detail.

**Roberts Space Industries** – The official Star Citizen website is where all major announcements, updates and events are posted. Following Star Citizen can be as straightforward as refreshing the front page of the website once every two days.

**Roberts Space Industries YouTube** – The official Star Citizen YouTube channel contains every video posted by the developers since the launch of Star Citizen. A wealth of news, information and lore content can be found here.

**Roberts Space Industries Forums** – The official forums are a massive area of discussion for all topics Star Citizen. If any change was made, announced or hinted at, it is bound to be discussed, debated and argued over. Frequent the forums and you *will* hear about every small change made in the game, whether you want to or not.

**Roberts Space Industries Chat** – If all you need is place to relax with fellow spaceship lovers, or have some simple questions, dropping by the official chat channel is a good way to make friends and learn about Star Citizen.

# PLAYER AND NPC CONCEPTS





# PLAYERS AND NPCs

## OVERVIEW

TEAM UP WITH UP TO FIFTY OF YOUR CLOSEST FRIENDS FOR ADVENTURE!

*“It is one of the blessings of old friends that you can afford to be stupid with them.”*

- Ralph Waldo Emerson, on your crewmates

### **Playing well with others**

Star Citizen is slated to feature a combination of ship-to-ship combat and interaction at a variety of scales combined with first-person action. Star Citizen will make use of a relatively new game engine in order to implement a number of unusual features that are not commonly seen in gaming.

This section will detail what is known about major game mechanics of Star Citizen. Note that game mechanics are currently deep in development and may change at any time. This section seeks to remain as factual as possible and will remain up to date if able.



## CREW AND CHARACTER

RELEVANT TO PEOPLE WITH AND WITHOUT FRIENDS.

*“This is “you.” Whether you choose to play a law-abiding merchant, a fearsome pirate or an intrepid explorer, you need a customized character who will inhabit your hangar and fly your ship.”*

- Roberts Space Industries, on you

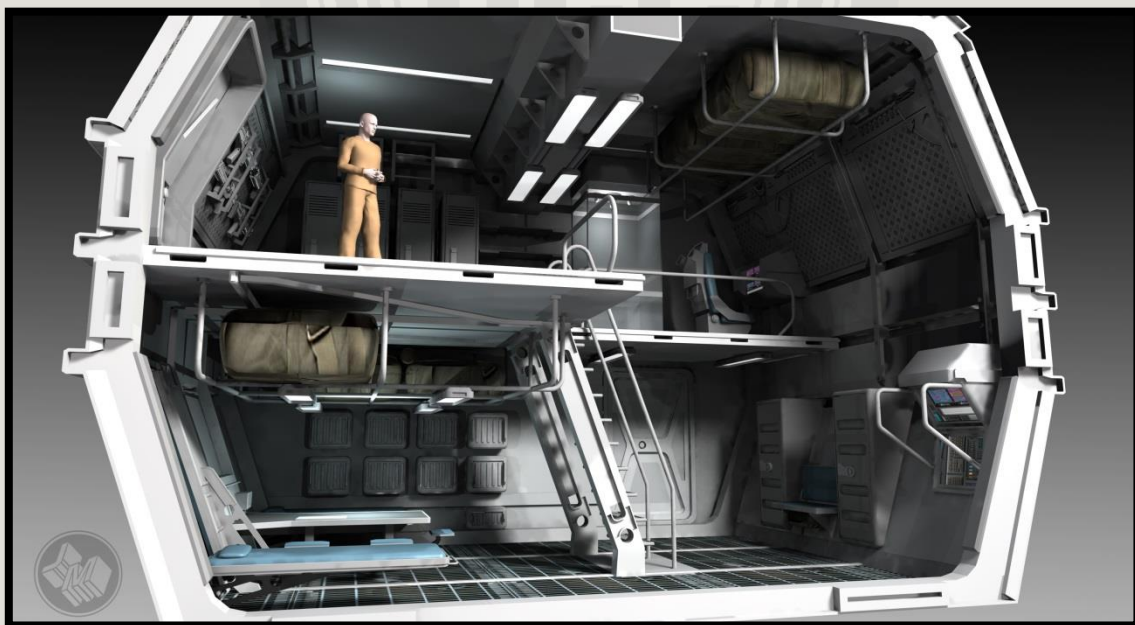
### **Make some friends**

The nature of the game requires a certain amount of interaction with other characters, playable or otherwise. This comes to a head with ship crews. The majority of ship classes in Star Citizen will require multiple crewmembers to operate effectively.

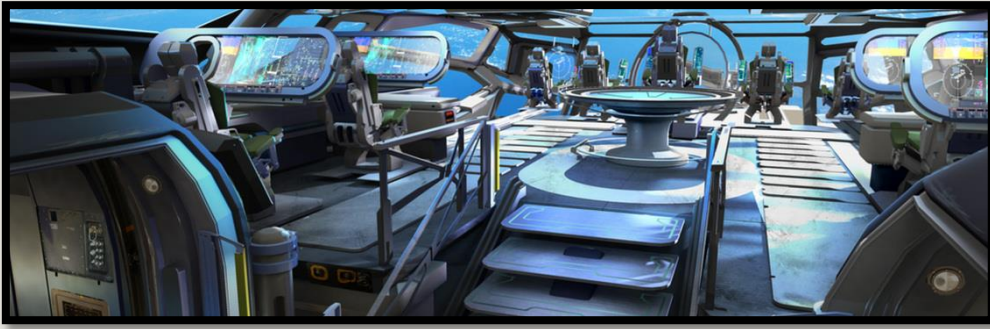
In Star Citizen, characters will fulfil a variety of roles aboard a ship. The obvious and known roles are that of pilot and gunner. All manned ships require at least a single occupant to fly. Ships with manned turrets will require a character to man these turrets. Boarding actions cannot be accomplished without characters boarding a target ship and engaging the enemy crew.

Crew is therefore a necessity on any ship and character/crew management is a complex task. The crew and character mechanics of Star Citizen will be outlined below.

Player characters are also not simply managed by a single account or identity and players may field multiple characters they and other players will be interacting with.



## CREW ROLES



‘Crew’ comprises of any given individual that ensures the effective functioning of a ship. Crew are distinct from passengers, who do not contribute to the functionality of the ship.

In Star Citizen, the majority of ship classes will have room for multiple crew members and generally require multiple crew members to function at maximum efficiency.

Confirmed direct roles for crew include:

1. Pilot
2. Turret operation
3. Boarding offence/defence
4. Operation of launched fighters
5. Radar monitoring

In-direct roles for crew include:

1. Command and co-ordination
2. Navigation
3. Backup crew

Passenger types include:

1. Commuter passenger
2. Prisoner
3. Rescued passenger
4. Rescued prisoner

## FAQ

**Q1.** How many passengers are we able to fit into a given ship?

**A1.** As many as you have space to do so.

**Q2.** Will crew supplies such as food be a significant cost consideration?

**A2.** No.

**Q3.** What other crew roles exist in the game?

**A3.** There are no rigid roles for crew and players are free to operate as they deem effective.

**Q4.** What ships do not have sleeping quarters?

**A4.** All ships with cockpits that lack bed access lack sleeping quarters.

**Q5.** If my ship lacks sleeping quarters, what happens if I disconnect?

**A5.** Your ship will attempt to autopilot itself to the nearest safe destination and dock.

## THE NPC CHARACTER



NPC interaction will be a vital component of Star Citizen. The world will be populated by a variety of NPCs of all affiliations, roles and skillsets and will be there to help or hinder the player at every turn, when players aren't.

NPC characters range from the traders and agents who provide players missions to undertake including cargo and anti-piracy, to ship sellers and insurance brokers. NPCs do not necessarily have to have faces and may simply be seen as a text window in most interactions, but there are some more direct roles for NPCs to fulfil.

NPCs not only include elements who support and provide for the player, but include hostile forces in the universe, such as dangerous pirates and hostile factions for the player to engage.

### **The most important NPC**

The most direct role an NPC character can fulfil is that of player crew. NPC characters can be hired by players to crew or pilot their ships. It's very possible for a player to have NPC escorts flying their ships, or have NPC gunners aboard their ship.

Though less entertaining than players, these NPCs are able to fulfil any major role aboard a ship and can be a great deal of aid to players who don't wish to constantly deal with other players, or in situations where player support is invalid.

Player-customised NPCs that are created via the character creator have the added benefit of being player-accessible. Friends of their creator may jump into these characters at any time and take part in action at the character's location without travelling over. This is on top of any duties they may fulfil normally.

## FAQ

**Q1.** Must I crew my ships with players or have players fly by my side?

**A1.** No. NPC characters are able to crew and fly ships.

**Q2.** What reward will I receive for the elimination of extremely dangerous NPCs?

**A2.** If you kill an exceptionally well-known NPC, your name will be taken into lore as the killer of that individual and they will be gone permanently. There are no respawns for NPCs.

**Q3.** Will I be able to specify a hired NPC character as my next of kin?

**A3.** No. You may only specify a customised character as your next of kin.

## CHARACTER SLOTS AND GAME PACKAGES

Each purchase of a game package including the full game is provided a single character slot. This character slot can be used to customise a character for gameplay in Squadron 42 and the persistent universe.

Players wishing to have more customised characters are able to purchase additional character slots from the store at launch. Character slots may be given as gifts to other players.

Character slots do not have to represent crew on a player's ship. Character slots provide a new, fully customisable character. Players may hire NPC crews to take part in roles on their ship and fly beside the player.

Benefits of using character slot characters:

1. Customisation of the character
2. Friends may 'jump into' the player from afar and take part in action on your ship

Disadvantages of using character slot characters

1. Requires real currency

Benefits of hiring NPC characters:

1. Does not cost real currency
2. Convenience

Disadvantages of hiring NPC characters

1. Cannot be customised
2. Friends may not jump into NPC characters to take part in ship actions
3. May be less effective than human crew.

### FAQ

**Q1.** Will I be able to break up my game packages eventually and transfer items around?

**A1.** Yes. It will be possible to break packages apart and distribute the items to different characters. Broken-up items may also be gifted to friends.

**Q2.** Do I have to purchase game packages to acquire character slots?

**A2.** No. Character slots will go on sale separately later on.

**Q3.** Must each of my characters take part in the Squadron 42 campaign before entering the persistent universe?

**A3.** No, Squadron 42 is optional and new characters need not take part.



## PLAYER BIRTH



Upon beginning the game, you will find yourself standing before the two doors of restrooms. The door you enter dictates your character's sex. Once you're satisfied with the person in the mirror, you leave and head to the recruitment desk, where an individual asks you for your personal details...

### **The UEE Navy: Enlist Today, Die Tomorrow!**

Character creation is conducted in-universe and with as little damage to immersion as possible. Players begin their lives at a UEE Navy recruitment station, ready to start a career in the Navy and begin the Squadron 42 singleplayer experience. If players enlist in the Navy, they will take part in Squadron 42 as they wish and may leave at the end of their service.

During character creation, players have the ability to opt-out of joining the Navy and enter the wide, persistent universe without military experience if they wish to do so.

This marks the beginning of their new lives.

### **Luck is opportunity meets preparation**

Players will need to acquire their first ship, or find employment aboard another ship and begin making their living amongst the stars. As they rise in wealth and experience, they may find themselves undertaking new and exciting roles in the universe: criminals and producers, law enforcement and traders. Star Citizen is a universe of opportunity for those prepared to seize it, and it begins with which bathroom you enter in the beginning.

## FAQ

**Q1.** What will leaving military service be like?

**A1.** Upon leaving the military, you will take your accumulated pay, experience, citizenship and reputation with you when you begin your life as a freelancer.

**Q2.** If I do not join the military, how will I acquire my first ship or funds?

**A2.** You may take out a loan and purchase your own ship, or work on ships belonging to other individuals for money prior to acquiring your own.

## PLAYER DEATH

LIFE IS A CONDITION WITH A 100% MORTALITY RATE.

*“People die when they are killed.”*

- Shirou Emiya, on death

### **Your body is mortal**

Playing on the persistent world; Star Citizen will subject players to death. In Star Citizen, player characters are absolutely mortal and after particularly nasty injuries, you may simply find yourself watching your funeral, rather than seeing an insurance payout and a wheelchair.

In Star Citizen, players may find themselves suffering critical injuries. These injuries include being caught in ship explosions, small arms fire, escape pod destruction and more.

Once such an injury is sustained, a player loses a *life*. Each character has a set number of invisible *lives*. These are not hearts in a row at the bottom of the screen and are variable and invisible. Once these lives run out, the player character is considered impossible to revive after their last severe injury and you will be witnessing your own funeral.

When you sustain heavy injuries, you may find your character's appearance changing. You'll awake in hospital with a prosthetic limb, severe facial scarring or other permanent reminders of your adventures in the universe, but one day, when you run out of luck, you'll wake up in the boots of someone else who is watching your funeral.

### **Your legacy is immortal**

The game doesn't end at your death. When players create their characters and begin their journey into Star Citizen, they are asked to select a next of kin. Your next of kin is an individual who may or may not be closely related to you who will receive all of your assets and wealth in case of your death.

When you are killed, you will begin again in your next of kin's shoes. You are the new owner of the previous individual's work. You will watch your beneficiary's funeral and take ownership of everything they had and you will be able to decide what to next from that point.

For most players, assigning a next of kin is as simple as making your alternate character next of kin, but some players may have different ideas about how to handle their mortality. Part of your beneficiary's reputation will be transferred to you as well, but it won't be quite the same. Their story begins when yours ends.

## FAQ

**Q1.** Do I have to die?

**Q2.** Yes.

**Q2.** Is my number of lives set in stone?

**A2.** No, the number of invisible lives you have may be increased.

# SPACECRAFT OPERATION



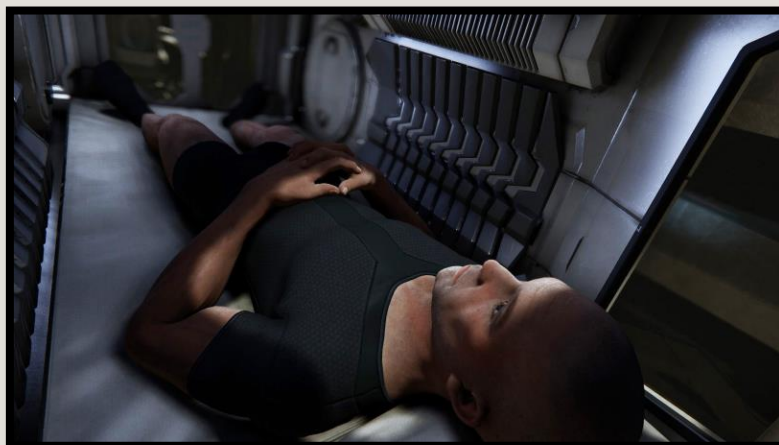


# CORE SPACECRAFT FUNCTIONS

## HOME WITHOUT THE HASSLES OF EARTH

*“Ships in the Star Citizen universe aren't just pretty shapes, they are fully functioning vehicles with hundreds of components,”*

- Roberts Space Industries, on spacecraft



The heart and soul of interstellar activity is the interstellar vessel. Spacecraft are the primary form of vehicle interaction in Star Citizen and they will be the core gameplay element for the majority of players, whether captaining their own ship or crewing that of another.

Spacecraft in Star Citizen range from the diminutive to the immense, but the majority of spacecraft have a few straightforward core mechanics that govern them all. All vessels are composed of three primary elements, as well as a number of secondary ones.

### Primary spacecraft systems

**Crew support** – All manned spacecraft include facilities that allow human operators to survive and control the vessel, whether it's cramped snug fighter cockpit or square miles of corridors and rooms within a carrier vessel.

**Primary thrust** – A ship's largest engines are used to propel the ship to desired velocities for travel. Alone, they are effective at launching the ships to desired velocities and burning away velocity once pilots desire to slow down. They are also useful for basic manoeuvres. Primary thrusters are generally aligned to one end of the ship, but may gimbal or swivel for manoeuvring.

**Manoeuvring thrust** – Spacecraft are equipped with manoeuvring thrusters that are used for precision manoeuvres. These thrusters are placed evenly on a ship and can quickly pivot or roll an entire vessel at the operator's demand. Equally useful in engagement and evasion.

### Secondary systems

**Equipment hardpoints** - The primary system of equipping weapons and special equipment to a ship is the external hardpoint. These positions on a ship allow for the fitting of tools and weapons ranging from missile racks and cargo bays to manned turrets and tractor beams.

**Other** – The full extent of ship customisation is unknown, but massive. Additional systems that ships can make use of include fighter bays, cargo support, refineries, salvage and more.

## SPACECRAFT CLASSIFICATION



There is an immense variety of ships, all classified based on certain criteria based on role and size. Ship classification allows for ships to be slotted into general size and role brackets that make organisation and understanding simpler. Star Citizen will make use of a large number of ship sizes, all with fully modelled and interactive interiors.

**Speculation** – The section below contains author speculation.

**Snub/Parasite Fighter** – Single-occupant light fighters. The smallest manned craft in the game and the only one wholly unable to mount jump drives. Snub fighters are entirely reliant on the motherships that launch them. E.g. P-52 Merlin

**Fighter** – Hosting one or two occupants, these ships are the first of the jump-capable fighting ships. Swift and able to kill other fighters or harass larger ships in groups, these are the staple of fast, light, tactics. Some have sleeping quarters and cargo space. E.g. 325a, F7C Hornet

**Bomber** – Supporting one or two occupants, bombers are less wieldy than fighters, but durable and able to tackle capital ships with dedicated anti-capital ship weapon systems. This comes at the expense of firepower and speed – bombers rely on fighter escort. E.g. Gladiator

**Freighter** – Available in many makes and configurations, freighters are baseline ships for the transportation of cargo, though they vary in size, role and versatility by far. E.g. Freelancer, Caterpillar

**Heavy Bomber** – Large bomber craft fielding anti-capital ship weapon systems. They compensate for the weaknesses of small bombers by mounting point defence turrets on their hulls for protection and other weapons, while punching above their weight. E.g. Retaliator

**Corvette** – The first of the capital ships, corvettes are fast attack ships, patrol craft and light fleet escorts employed in a variety of combat roles. The fastest and lightest of the capital ships, corvettes should not be underestimated, as they are well-prepared to kill anything they can't outrun, and out run anything they can't kill.

**Frigate** – The first of the ‘slow’ frontline warships, frigates are employed as escort ships and fleet ships. Fielding the first good complement of capital ship weaponry, but not skimping on point defence, these ships are designed to be the ideal, light fleet warship. E.g. Idris-M

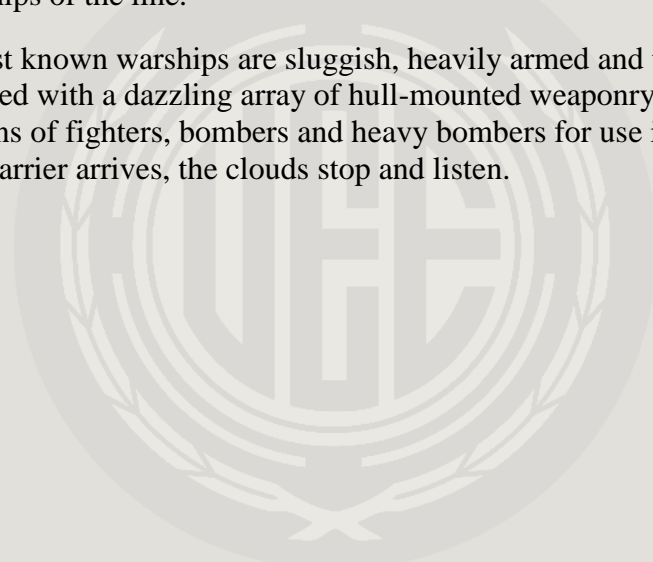
**Destroyer** – The largest ship players are able to purchase directly from NPCs, the destroyer is a true ship of the line. With anti-capital ship firepower and stubborn defences, destroyers are designed for raining destruction on other capital ships. All ships larger than the destroyer must be captured or salvaged. E.g. Javelin

**Cruiser** – Confirmed ship class above destroyers. Presumed to be a powerful direct combat warship class. No details known.

**Battlecruiser** – Confirmed ship class above cruisers. Presumed to be the most powerful class of warship without a fighter deployment focus. No details known.

**Escort Carrier** – The escort carrier is a scaled down version of a full-sized carrier. Like its big brothers, the escort carrier deploys squadrons of fighters and bombers, but does so with the grace of a smaller ship. Escort carriers are lighter, faster, smaller and cheaper than full-sized carriers designed to fulfil a fleet support and command role, rather than fight in the meat of it with the ships of the line.

**Carrier** – The largest known warships are sluggish, heavily armed and thunderously armed carrier ships. Equipped with a dazzling array of hull-mounted weaponry, the carriers also field deadly squadrons of fighters, bombers and heavy bombers for use in engagements of any size. When the carrier arrives, the clouds stop and listen.



## SPACECRAFT ROLES

All vessels in Star Citizen are assigned a basic role. This role is generally what a given ship is most effective at doing, but the vast majority of ships have room for upgrades and modifications that allow them to branch out of their assigned role. Some ships also have variants which have the characteristics of a base ship, but apply a new role on top of it.

### Variants

Some ships have variations that are heavily modified versions of a ship built on a base hull. These variants are normally geared toward a different role than the original ship and tend to have strength and drawbacks of their own. For example, the MISC Freelancer is a base ship developed for freight and protecting its cargo. The MISC Freelancer DUR is a variant of the Freelancer aimed at exploration. A variant's base hull greatly impacts how it performs. The MISC Freelancer DUR is an exploration variant of a ship. The RSI Constellation Aquila is an exploration variant of a ship. They are both ships with the same role, but they perform differently at that role due to the characteristics of their base ship.

### Some Roles Explained

Due to the early nature of Star Citizen's development, roles that are assigned to ships are preliminary and are only a vague indicator of their actual uses. It's important to recognise a ship for its characteristics and potential, as well as its role. The below list is not a full list of roles in Star Citizen, but lists most of the major roles.

**Space Superiority** – Designed to engage targets in space and defeat them in head-on combat. These ships normally combine good defensive, offensive and mobility traits.

**Interdiction/Interception** – Star Citizen uses a traditional definition of interdiction. Interdiction consists of intercepting supplies and targets of opportunity before they arrive at a battlefield. Interdiction ships are generally swift and able to engage in combat comfortably.

**Bomber/Heavy Bomber** – Bombers are small to mid-sized ships designed to use anti-capital ship weapons in order to engage and destroy much larger targets. Equipment includes anti-capital ship torpedoes.

**Exploration** – Designed to seek out hidden objects and locations which can later be exploited for profit. Equipment includes scanners, long-range jump drives, enhanced fuel bays.

**Racing** – Designed to compete in contests of speed or manoeuvrability. Racing ships are generally extremely fast and manoeuvrable, at the expense of other areas.

**Transport** – Transport ships tend to be equipped to move cargo from place to place, often having defences needed to protect their cargo from harm. Transport ships tend to feature large cargoholds and at least average durability.

**Mercantile/Trade** – Mercantile ships differ slightly from transport ships in that they are designed to move cargo to markets where they may be sold, rather than simply delivering them. These ships are similar to transport ships and their roles are often interchangeable.

**Salvage** – Salvage ships are designed to recover salvage from destroyed or damaged vessels. Equipment includes tractor beams and modified docking apparatus.

**Search and Rescue** – These ships are designed to seek out, recover and treat wounded people. Equipment includes medical facilities, modified docking apparatus and hull cutters.



## CREW SUPPORT

Manned spacecraft do not function without their operators and operators have certain demands they need fulfilled before they'll operate their spacecraft.

The survival of a ship's crew is more important than that of a ship. All ships have built-in systems that allow pilots to function optimally and in case of emergencies – abandon their ships safely. Crew support systems include all life support components and life-saving components of a ship that keep the crew from death.

All manned ships in Star Citizen feature pressurised crew compartments that allow crew the freedom to operate without the need of respiratory gear. Ships with floors are equipped with artificial gravity generators. There exist a number of other devices that make interstellar living more bearable – from functional toilet and shower facilities, to dining room tables and largescreen TVs. Living in space need not be a journey of barely surviving.

### **An idiot goes down with the ship designed to save them.**

Truly the most irreplaceable part of a ship is its crew and its crew may find themselves in danger. When a situation calls for abandoning the vessel, the ship will oblige: Systems ranging from escape pod/sleep quarter combinations to multi-crew lifeboats and folding, protective shells will ensure that anybody who makes it to an escape system will be able to abandon ship without hassle.

### **Sleeping in on weekends**

Though ships require crew to function, crews require facilities to survive for long periods in space. Some ships, notably fighter-class ships may not include sleeping and living quarters. Ships that do not include living quarters may not simply end the game session in space and should the player disconnect while in such a ship, the ship will attempt to autopilot to the nearest safe destination with quarters. Ships with sleeping quarters allow crews on board to remain in space after the client has disconnected.

## FAQ

**Q1.** When I escape my ship via escape pod, how long must I wait before I am rescued?

**A1.** Rescue of an escape pod may only take place once the area is clear of combat.

**Q2.** What is the penalty for attacking crew that has ejected from their ships?

**A2.** The penalty for firing on defenceless crew is severe in civilised space. Less so elsewhere.



## ENGINES



There are two main types of thrusters universal to all spacecraft. A ship's primary thrusters are universally more powerful than its manoeuvring thrusters. The primary thrusters are used to accelerate and decelerate the ship to and from tremendous speeds, as well as providing limited manoeuvring capability.

Manoeuvring thrusters oriented around the ship allow for fine-tuning the behaviour of a ship and are the cornerstone of combat manoeuvres. Manoeuvring thrusters ensure that a ship in combat is able to take action quickly in response to changing battlefield environments. Manoeuvring thrusters act in conjunction with the primary thrusters and Intelligent Flight Control System (IFCS) to turn the controller's instructions into movement.

### Engine components

All ship propulsion systems are composed of a number of basic components that work together to generate thrust. These components are:

**Engine** – The engine is the ship's power plant and fulfils all of a spacecraft's energy needs. The power output of an engine is limited and captains are able to direct the power supply to various ship systems at will. Captains are able to decide whether they want to harden their shields, increase engine thrust, energy weapon output or more, at the expense of other systems.

**Hydrogen intakes** – Unlike air-breathing engines of Earth, spacecraft require hydrogen to aid in powering their engines. Intakes are positioned at points on a vessel and collect spaceborne hydrogen for the ship's use.

**Thruster** – These devices output thrust that propels or manoeuvres a spacecraft. Hydrogen gathered from space and engine power is used to generate a spacecraft's thrust.

### Thrust Rating and you

The strength of a given thruster is given as a simple rating called Thrust Rating. Higher ratings are more powerful than lower ratings. All vessels are equipped with primary *and* manoeuvring thrusters. Therefore, all ships will be equipped with a mix of higher rated and lower rated thrusters.

**Example:** An Aurora LN features 1 TR3 thruster as the primary thruster and 8 TR1 manoeuvring thrusters.

**Rule of thumb:** Manoeuvring thrusters on big ships are often main thrusters on small ships.

**Example:** An Aurora LN features 1 TR3 thruster as the primary thruster. The Constellation features 8 TR3 thrusters as manoeuvring thrusters.

# HARDPOINTS

All vessels have a number of hardpoints, often different types as well for added utility. A ship's combination of hardpoints is a good indicator as to what roles it fulfils.

Hardpoints are external locations on spacecraft that allow for tools and weaponry to be fitted to a ship. Hardpoints vary in size and characteristics. Hardpoint configurations on a ship cannot be easily changed. Known hardpoints range in size from Class 1 to Class 8. An explanation of each hardpoint's capabilities is given below.

Notably, hardpoints are backward-compatible. Low-class equipment can always be mounted onto a higher class hardpoint, but generally not the other way around.

**Class 1 Hardpoint** – Forward-fixed weapons. Class 1 hardpoints mount weapons fixed in a set direction. The upside to this is that larger weapons can be mounted to class 1 hardpoints.

**Class 2 Hardpoint** – Articulated weapons. Weapons mounted on a class 2 hardpoint have a limited arc in which they can traverse. Class 2 hardpoints fit smaller weapons than class 1 hardpoints and can mount tractor beams.

**Class 3 Hardpoint** – Pylons. Missile racks, drop-capable fuel tanks and special equipment is mounted onto these hardpoints.

**Class 4 Hardpoint** – Small turrets. Turrets have a wide traverse arc and generally mount smaller weapons. They can also mount special equipment such as tractor beams and, can hold cargo replacements on some ships.

**Class 5 Hardpoint** – Manned turrets. Turrets large enough to seat a gunner who is required to manually aim and fire the weapon. They are only mounted on multi-crew ships.

**Class 6 Hardpoint** – Heavy manned turrets. These turrets seat a gunner and their weapon fittings are designed to engage and damage capital ships.

**Class 7 Hardpoint** – Spinal-mounted weapon systems. These weapons are mounted along the long axis of a ship and require that the entire ship be oriented to fire. These weapons are extremely dangerous to capital ships and are of the kinetic or energy type.

**Class 8 Hardpoint** – Capital ship weapons. Large, extended range weapons used by capital ships against very large targets to inflict maximum damage at maximum range.

## FAQ

**Q1.** Am I able to change the hardpoint configuration of my ship?

**A1.** Hardpoint configurations of ships cannot be easily modified without drastic upgrading.

**Q2.** Are the statistics and definitions related to the hardpoint system set in stone?

**A2.** No, the hardpoint system is subject to change significantly as the game is developed.

# INSURANCE

Space travel isn't always safe and like any other expensive asset, spacecraft can be insured to avoid a total loss if they are destroyed. The majority of spacecraft in the game can be insured against loss. Once an insurance contract is acquired, the spacecraft is considered covered and if destroyed, it will be replaced according to the specifications of the contract, normally replacing the hull and stock equipment. Not insuring ships is inadvisable, as any item not insured is not compensated for if lost.

Cargo and ship fittings can be insured separately. In theory, losing a ship can take place at minimal cost, if insurance is valid and up to date.

## **Useless until you need it**

Insurance is bought by a ship in contracts lasting 1, 2, or 6 months, generally. Once paid for, the ship is considered insured for the duration and will be replaced if the terms of the insurance contract are met.

## **Insurance fraud: for naughty kids**

Insurance fraud, such as transferring a ship to a partner and filing it as stolen for insurance money or other acts that attempt to defraud the insurance company are prohibited. If you are caught in an act of insurance fraud, your insurance contract will be terminated immediately.

## **Life-time insurance**

Life-time insurance (LTI) is a form of insurance available to individuals who own ships from the pledge store that have LTI at the end of their names. These ships are permanently insured. LTI insurance is identical in coverage to standard insurance except that it does not run out.

## **Risk**

Insurance companies will tend to make their insurance contracts valid for only certain reasons or parts of space. Venturing into extremely dangerous territory and being destroyed may cause your cargo and equipment to be void. Insurance companies are also legitimate companies and will deny service to you if you are a criminal. There are criminal elements who will insure you if you are willing to deal with them.

## FAQ

**Q1.** Do I receive my ship back instantly after it's lost if I insured it?

**A1.** No, all ships have time period before replacement during which your replacement ship is prepared for you. Larger and more advanced ships take longer to replace.

**Q2.** If I lose an uninsured ship, will I be compensated in any way?

**A2.** You will only be compensated on an insured item if it was lost under acceptable terms.

**Q3.** If my ship is lost in lawless space, will I receive an insurance payout?

**A3.** Ship insurance applies everywhere, but cargo and equipment insurance may become void if the items are lost in certain areas of space.

**Q4.** How do I acquire life-time insurance after the sales of LTI ships has ended?

**A4.** The only way to acquire a ship with life-time insurance after the end of their sale is through the gift system by receiving one from a player who has a LTI ship.



## SPACECRAFT MAINTENANCE AND SUNDRIES

Although spacecraft are as self-sufficient as can be, all spacecraft have certain needs that have to be met. Spacecraft are complex vehicles that cannot function without regular maintenance, supplies and combat repairs. These needs must be accounted for as part of the day-to-day running of a ship.

### Docking Fees

Captains must pay tariffs for docking at stations. Larger ships are costlier to dock.

### Fuel

Ships rely on fuel to power themselves. This is a severe limitation for shorter-ranged ships such as fighters. All ships must be periodically fuelled.

### Field Repair

Out in space, damaged ships can be partially repaired by AMX repair droids. These droids can make simple repairs to vital ship systems such as thrusters, but are unable to fix severe damage that requires docking. An extensive system of repairs is also being developed, involving the construction of scaffolding and the use of dedicated ships like the Anvil Aerospace Crucible.

### Insurance

If a ship does not have life-time insurance, its owners will need to periodically renew their insurance contract, normally in 1, 3 and 6 month packages. Insurance is confirmed to be a relatively minor cost, with life-time insurance being only a minor convenience.

## FAQ

**Q1.** Will docking fees apply to my ship while I am offline or taking a break from the game?

**A1.** Fees do not apply when a captain is offline.

**Q2.** Are fuel, insurance and docking fees going to be significant costs?

**A2.** Fuel, insurance and docking fees will be relatively minor compared to the cost of the vessel and will not impede gameplay in noticeable ways.



## HIDING

Sometimes, it's best to simply not be seen. For those situations, refit your ship to minimise the chance of being spotted, or even simply using a ship specialised for stealth. Ship detection requires that a number of different factors be considered, and no single item or fitting will make your ship sneakier than modifying and reworking multiple systems.

### **Stealth in a sneaky nutshell**

To modify a ship for stealth work, several factors need to be considered.

**Profile** – The profile of your ship is the amount of surface area your vessel presents to sensors. This is the most difficult to change and can make certain ships completely un-viable for stealth.

**Heat** – Heat produced by your engine, thrusters and weapon fittings. Fitting stealth-specialised engines and thrusters, or simply down-sizing will lead to a colder ship, but this comes at the expense of ship mobility, firepower and power supply.

**Electro-Magnetic** - The ship's EM signature is a measure of EM radiation given off by current, active systems on the ship. In order to minimise this, it is possible to buy items that produce less EM radiation to start with or simply shut down certain ship systems.

With these above aspects in mind, it becomes clear that 'stealth' is not as simple as adding a module or two. Rather, a ship's overall stealth signature is comprised of several major factors and refitting your ship for stealth may seriously hinder it.

The alternative to this is to simply fly a ship built for stealth. Certain ships are built with low-power, low-visibility systems into them, such as the Anvil F7C-S *Ghost*. These ships are built from the ground up to be slightly less powerful directly than their cousins, but have the benefit of not dragging their pilot through the trouble of refitting and possibly downgrading their usual vessel.

### **Other stealth options**

Besides the big three stealth options, there are other methods of making a ship stealthier. This includes stealth armour kits that are fitted with radar absorbent material (coloured black for additional awesome) or making use of stealth jump engines to make your arrival a bit less noisy.

## SEEKING

There are methods that allow for pilots and objects to hide away. There are also effective methods of discovering the hidden. Chief of these is every single ship's onboard sensors that provide vital information about surrounding, non-hidden objects. But that's boring.

### **Hide and seek**

For the peaceful explorer, high-end sensor packages become a godsend. When on the look-out for cosmic anomalies, hidden caches and entirely new solar systems and jump point routes, a good sensor package is the explorer's bread and butter. The bravest explorer is worthless without their eyes.

### **Search and destroy**

Combat pilots interested in seeking out and eliminating hidden prey, upgraded sensor suites allow for pilots to sniff out the enemies and installations who think to hide. Not only do advanced radar packages allow for detection of hidden enemies, they also greatly increase the effectiveness of default radar systems on a ship. Dedicated radar support ships have the bonus of being able to offer a powerful command and control solution on the battlefield.

In combat, players wishing to track enemies will do so based on the target's profile, heat signature and EM signature. Variations in these can make detection more difficult. Explorers will be in search of disturbances in space that may be caused by a jump point.

## FAQ

**Q1.** Will my combat ship's radar systems have use in non-combat situations?

**A1.** Yes, high-power radar systems can be used in exploration.

## INDUSTRY AND CARGO



Not all interstellar pursuits in Star Citizen are violent. In fact, the backbone of every conflict rests on logistics: transportation and resources. Behind every monstrous war machine is a drill and tank. It is just as good to take part in war as it is to harvest and trade to prosperity amongst the stars.

Despite the fact that the captains of these ships tend to be harmless and operating peacefully, war doesn't have any illusions about sparing the innocent: freighter and resourcer pilots operating in dangerous areas are advised to have escorts nearby.

### **Bloody harvest**

Industrial pilots will be at the forefront of resourcing operations: Mining and gas harvesting. Mining is conducted through breaking apart asteroids and using a tractor beam to retrieve the ore for transport and processing. Ships may utilise their upgrade slots to fit refinery equipment that can break ore up into materials. Once harvested, your haul may be shipped and sold to whoever needs it.

Certain ships may also make use of gas harvesting systems that will be able to draw valuable gas supplies from gas giant planets for use as fuel.

### **Diamonds in space**

Conflict between the stars leads to a great deal of wreckage and destruction. It would be a shame to let all of the surviving components drift forever. Salvagers operate legally and otherwise in salvaging operations. Sifting through wreckage and debris with their tractor beams, they pull out still-functional components and usable scrap onto their vessels. Ships fitted with refinery equipment can process these components into raw materials for higher resale value.

### **Hauling ass**

What good are resources without transportation? The freighter is the lifeblood of industry, taking materials and products where they are needed. For the cargo running player, there are a variety of freighters ranging from the armed to the stubborn and everything in between for all of your cargo running needs.

Those wishing for a bit more excitement may opt to smuggle goods to and from secure space. The people spread across dozens of worlds and many races demand various goods and services that their homes might not legally provide. It's just business.

### **Make Guns, Not War**

For pilots of a less warlike bent, there are a great deal of vital resourcing and logistical tasks to accomplish billions of miles from home. Be it harvesting and processing gas for fuel or running supplies to locations, work never ends for the people who fly industrial ships.

# SPACECRAFT DEFENSIVE TECHNOLOGY

## **Rapid, unplanned disassembly and you**

With all the important people and systems housed on a vessel, there needs to be a way to protect them from the environment of space and other, harsher things. Spacecraft defences include any system on a spacecraft that is designed to prevent the aforementioned spacecraft from undergoing rapid, unplanned disassembly. Ship defences include energy shielding, armour, counter-measures and evasion.

## **I feel the need; the need for not dying.**

**Evasion** – The surest defence is to not be struck. Pilots have a combination of powerful thrusters that allow for highly unpredictable manoeuvres in combat and their own wit at their disposal. No matter their style of flying, 9 out of 10 pilots agree that not being struck by anti-spacecraft weaponry is a great way to start your day.

**Shields** – The first direct layer of defences is energy shielding. This is also the first indicator that your piloting skills have failed you. All ships are fitted with shield generators that project fields around the ship that impede incoming fire and objects.

Shields are used to prevent damage to the ship structure, though kinetic weapons are naturally more effective against shielding and may even pierce shields before depletion. The directionality and power supply of shields is dictated by the ship's captain and the captain may choose to strengthen their shields or power them in different directions depending on where fire is coming from. More enterprising pilots may use hardened shields projected to the front of the ship for ramming.

**Armour** – Once the shields are penetrated, it is up to the ship's armour to resist damage. Armour comes in a wide variety of materials and designs that allow for effects ranging from radar absorbance to lowered vessel weight, but they are universal in that they will attempt to support the ship's systems under fire.

Armour resists damage by being dense and made of materials that can absorb a great deal of trauma, but laser weapons are better at piercing armour than shields. When incoming fire breaks the shields, a ship is in danger of sustaining damage to internal systems.

**Counter-measures** – Some ships are equipped with counter-measure deployment aimed at spoofing incoming missiles and other intelligent weapons. If these are deployed in a timely manner, the attack may not strike the ship at all. These are equipped onto capital ships for countering anti-capital ship torpedoes, and other ships.

## **FAQ**

**Q1.** If I am in a part of a ship that is penetrated by attack, could I die?

**A1.** Yes. This is especially true for manned turrets and cockpits.

**Q2.** Will I be able to make repairs to systems and armour in combat?

**A2.** Yes. AMX repair droids are available and will attempt to repair minor ship damage.

# SPACECRAFT OFFENSIVE TECHNOLOGY



The chief offensive system in space combat is the ship-to-ship weapon system. All ship-based weapon systems are designed to be able to damage other vessels to some extent. Ship-to-ship weaponry ranges in size from fighter weapons to massive anti-capital ship missile and direct-fire weaponry.

The three chief weapon types in Star Citizen are:

1. Missile
2. Kinetic
3. Energy

## **Missile**

Missiles are complex devices launched by ships that feature self-propulsion and a damaging warhead. The majority of missiles are also equipped with some form of guidance system such as infra-red guidance. Missile weapons tend to be extremely limited in number and the most expensive per unit, but their chief advantages are that they may guide themselves to targets without pilot input and can do a large amount of damage on impact.

## **Kinetic**

Kinetic weapons are weapons that do damage by transferring energy or a dangerous payload to a target via a projectile that is launched by a weapon. Kinetic weapons include weapons that fire bullets and shells. Kinetic weapon ammunition is limited in quantity and must be reloaded into weapons after firing. Kinetic weapons are more effective against shield-based defence systems than armour. Kinetic weapon systems tend to produce less heat than energy weapons, except mass driver cannons, which produce a large amount of heat.

## **Energy**

Energy weapons cause damage by applying transmitted energy to the surface of a target. The resulting reaction can be electro-magnetic, thermal or be based on another form of radiation. Energy weapons include neutron guns and laser cannons. Energy weapons draw power directly from the ship's power core, so have no ammunition requirement barring the limitations of the ship reactor and heat production. Energy weapons are more effective against armour and ship plating than shield systems. Energy weapons tend to produce more heat than kinetic or missile weapons.

Ships can often fit a variety of weapon types and it is up to individual pilots to select the most ideal weapon to suit their vessel, environment, engagement and flying style.

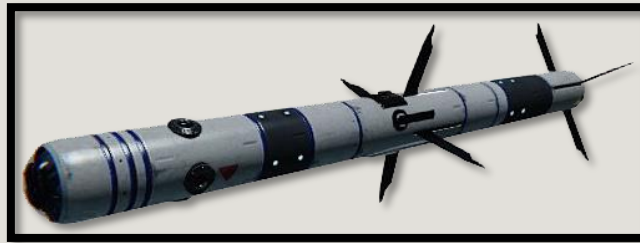
## **FAQ**

**Q1.** Will I be able to reload kinetic weapons in space?

**A1.** Kinetic ammunition may potentially be carried on a ship and loaded in space.



## MISSILE WEAPONS



**Speculation** – The section below contains author speculation.

Despite being born with the misfortune of having the word *miss* in their name, missiles are some of the most intelligent and accurate weapons in existence. Missiles in Star Citizen are composed of a simple propulsion and warhead system, with optional guidance package. Once fired, missiles either streak ahead and detonate, or are guided to strike potential hostiles.

While missiles are extremely limited in number for a given ship compared to kinetic and energy weapons, they make up for this with their nature as smart, high-impact weapons. Like other weapons, missiles come in a variety of shapes and sizes that are fit for many roles. Missiles may currently be fitted to Class 3 and Class 4 hardpoints.

### **Click-whoosh**

**Unguided** – Unlike their smarter brothers, rockets are ‘dumb’ self-propelled weapons that have no guidance package and will only fly in the direction they are launched. The plus-sides to this are lowered cost and the potential for deadlier payloads and less space wastage

**Heat seeking** – All ship powerplants, engines and energy weapons give off a heat signature. This signature is tracked by heat-seeking missiles to their target. Heat-seeking missiles can be fooled by cold ships – ships with low-heat powerplants, smaller thrusters and fewer energy weapons.

**Image recognition** – Image recognition missiles select a target based on visual profile and will track that specific profile until they make contact. These missiles are reliant on accurate visual data of their target ship.

**Friend or Foe** – FoF guidance systems differentiate between friendly and hostile targets on the field automatically, but will not make complex decisions about what targets to strike and may go on to simply attack the nearest hostile ship.

### **High explosives and electricity, whoo**

**Warhead payloads** - Known missile payloads include High Explosive (HE), Nuclear (fission and fusion types), Electro-Magnetic Pulse (EMP) or antimatter. Each has differing characteristics and effects on a target.

**Anti-capital ship torpedoes** – Anti-capital ship torpedoes, also known as bombs are high-yield warheads deployed primarily by bombers, heavy bombers, capital ships and other vessels as a missile-based anti-capital solution.

These weapons are slow enough to be shot down when incoming and also face the dedicated counter-measure systems of their target capital ship, but once they make contact, their damage output is tremendous.



## GUNNERY



**Speculation** – The section below contains author speculation.

Spacecraft gunnery includes of the two main, barrelled weapon types in Star Citizen; the energy weapon and the kinetic weapon. The weapons are different in functioning, but both have the same role: launching unguided projectiles at targets to inflict damage.

### **Pew pew**

Energy weapons make use of highly concentrated pulses of light to cause damage through radiation and heat. These weapons are famed for their ability to penetrate armour-based defences. Energy weapons come in a variety of styles from high rate-of-fire laser cannons to high-impact neutron guns.

All laser weapons are fuelled by the ship's powerplant. Thus, they have an extremely high rate of power drain and extremely high heat production. The upside to this is that lasers have no reliance on physical ammunition and will operate for as long as the powerplant can supply them.

### **Reach out and touch someone**

Kinetic weapons are straightforward. All kinetic weapon systems launch a projectile of some sort that causes damage to a target by impacting it. Kinetic ammunition may also make use of shells with explosive payloads.

Though older fashioned, kinetic weapons are deadly against shield-based defences. Types of kinetic weapons include scatterguns, which spray projectiles over an area, gatling guns with extremely high rates of fire and mass drivers which hurl projectiles at extreme velocities.

Kinetic weapons rely on physical ammunition supplies for firing, which are finite and need to be reloaded. However, with the exception of mass drivers, kinetic weapons generally produce much less heat than energy weapons.

### **Pick your poison**

There is a tremendous number of gunnery combinations, weapon types and possible effects. On top of the various models of these weapons, there are also ship fittings that can enhance gunnery systems. These include cooling systems that allow for increased rates of fire, capacitors that increase energy weapon power draw and firepower, suppressors for kinetic weapons and more.

## CARRIER CAPABILITY



**Speculation** – The section below contains author speculation.

Starting at a certain size range, some ships are able to carry a smaller, manned vessel for additional utility. These carrier ships are equipped with the facilities to launch and retrieve their ships.

The carried ships have a variety of possible roles, with the most common being that of light escort – it is greatly beneficial for a ship to be able to field a single escort at any time, with little hassle. On the larger end of the scale, carriers become dedicated ships launching large numbers of full-sized fighters and bombers for use in large battles.

### **Bellyful of wasps**

The smallest known carrier-capable ship is the popular RSI Constellation Andromeda. The Andromeda is a 4-crew ship able to launch and retrieve a single P-52 Merlin snub fighter as a scout or escort for its mothership.

The next fighting carrier-capable ship is the Aegis Dynamics Idris class corvette. This is the first vessel able to field multiple, full-sized fighter craft including F7C-M SuperHornets, Gladii and Auroras.

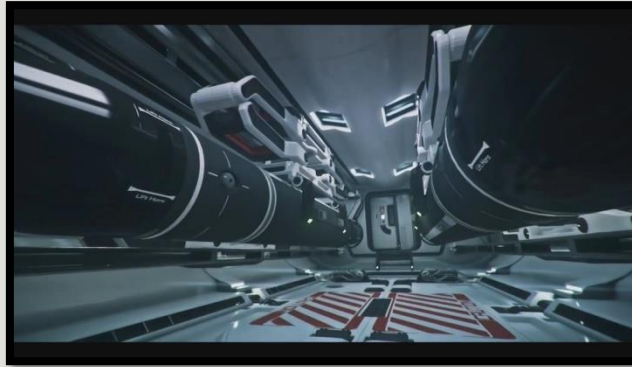
A non-standard carrier-capable ship is the Origin Jumpworks GmbH 890 JUMP. This luxurious interstellar cruising yacht is fitted with a small bay able to deploy two small vessel for use by its owners as personal transport or light escort.

### **Force projection unrivalled**

At the larger end of ships that field fighters, are the carriers. Currently composed of lighter, cheaper and faster escort carriers and full-sized carriers, both of these ships were built around the hangar bays.

All carriers are designed with the function of their fighters and bombers in mind. They have the facilities necessary to support and maintain their aircraft and fighters. In battle, they are effective force projection solutions and can bypass the capital ship's classic weakness: Speed. Carriers have no issue with catching up to enemies. Once fighters are launched, fighters can pursue and engage targets independently of the carrier while it stays back and provides other services to the fleet, such as command and control.

## ANTI-CAPITAL SHIP WEAPONS



Capital ships (corvette-class and up) are significantly better protected than anything beneath them –to the point where simple anti-fighter turrets and missiles will not even penetrate their hulls to do effective damage. Though small ship fire can still disable external systems if the shield generators have been destroyed, there is still the problem of crippling the ship itself.

Enter the anti-capital ship weapon. Much like the name implies, these weapons are best used against capital ships for various weapons, commonly due to their inaccuracy or low rate of fire. These weapons are able to do immense damage to targets they happen to strike, and can break the shields and skins of capital ships to cause destruction inside.

### **Big destruction for big ships**

All existing capital ships mount anti-capital ship weaponry to some extent. The Idris-M fields 3 hardpoints capable of using anti-capital ship weapons and even the lighter-weight Idris-P has 2 hardpoints that can mount such weaponry. Capital ships are generally not designed for engaging fighter and bomber sized targets, being built with fighting other capitals in mind.

### **Biting the ankles of giants**

Though capital ships are able to fight and take tremendous hits from each other, the fact that they're normally ill-equipped to face small, light targets leaves room for swift, light anti-capital vessels that can out-maneuvre and evade their target's inadequate point-defence systems while dealing hefty punches back.

Bombers and heavy bombers are two ship classes brewed to tackle capital ships. Though lacking in the pure speed and mobility of their contemporaries, they proudly display thick skins that can suffer damage from the enemy's fighter escorts and sharp teeth in their bays – a complement of deadly anti-capital ship torpedoes. Though bombers are stubborn, their low mobility and lack of truly effective anti-fighter weaponry make them vulnerable. They should not engage without escorts.

## FAQ

**Q1.** If I lack a bomber, will I still be able to mount anti-capital ship weapons?

**A1.** Yes, non-bombers may field anti-capital ship weapons if size permits, but in significantly smaller numbers.

**Q2.** How will capital ships defend themselves from bombers?

**A2.** Aside from direct negotiation with the attacker, capital ship captains can also make use of counter-measures to anti-capital torpedoes such as flares or even shoot the torpedo down.

## LUXURY



Even in the far future, there will always be people with more discerning tastes. Star Citizen will cater to those just as much as anyone else. Although space travel can be likened to submarine travel (stuck in a closed tin-can with a deadly environment just outside), travel needn't always be an affair filled with hardship.

### **Good taste**

Luxuries on spacecraft are generally optional, expensive or both. Although not necessary for function, luxury additions certainly make a spacecraft a better home to be. Given their sometimes ostentatious nature, luxury elements generally come in at a much higher price. Luxury additions generally have little to no practical use, but are still in demand. Captains who wish a life of touring the stars, visiting exotic destinations and just taking in the views will find great enjoyment in having a more comfortable way to travel.

In 2945, space travel is a routine and common thing. Why should your routine be difficult?

### **Does it have cupholders?**

Luxury elements integrated into spacecraft include interior decoration (padding, wooden accents, artwork), spacious interiors, observation areas, entertainment systems, dining areas, bars and large beds. Optional add-ons to ships such as comfortable apartment modules or entertainment stations also exist, and can be added to the ship separately.

A number of different manufacturers have luxury options in their ship offerings, but the chief of luxury and expense is Origin Jumpworks GmbH. Origin's core design philosophies is a focus on aesthetics and luxury. Their lowest range ship, the 300 Series is fairly spacious and features things like leather seating and padded walls, with a sleek exterior. At the higher end, there is the 890 Jump, a massive yacht built for interstellar touring, featuring large common areas, multiple personal transport craft, spacious bedrooms and more.

Other manufacturers also have luxury offerings, including Roberts Space Industries' Constellation Phoenix, but no company focuses on design and comfort as much as Origin Jumpworks.



## YOUR SHIP, YOUR RULES



One of the key concepts stated by the developers is the ability to make ships your *own*. An extensive system of ship customisation and role defining is in development to allow players to take the base hull of a given ship and make conversions and modifications to suit their playstyle and role perfectly.

This is implemented in a limited for in the ship variants. A number of popular ships in Star Citizen currently have multiple variants. Each variant has a differing role from the base model ship, while still retaining the overall characteristics of the base ship.

### Ship Variants Now

The chief example of ship customisation is seen in the 300 Series. The 300i and its variants were among the earliest released. When inspecting these different variants, one finds that the variants themselves have barely changed from the base model. This has led to complaints.

The reality is that the 300i can be seen as a testbed for ship *customisation*. The majority of 300 Series variants generally have very minor changes from the basic 300i. Instead, they all have additional equipment to suit their new roles. For instance, the 315p is essentially a 300i fitted with a jump engine, scanner and tractor beam to turn the 300i into an explorer. The 325a is essentially a 300i fitted with a larger shield generator and more weapons by default.

The base model 300i has the same maximum size power plant, shield generator and hardpoint layout as the 315p or 325a. The 300i, with adequate modifications and equipment changes, can perfectly mimic the 315p or 325a, due to having the same base hardpoint layouts and equipment slots.

In the case of the Aurora and 300 Series, these two ship hulls were the earliest released with variants and developers have stated that certainly the Aurora was mean to simply be a testbed to showcase the potential of ship customisation. The 300i has the potential to be equipped in an identical manner to the 315p or 325a. 315p and 325a owners are not left behind, as their ships start with these modifications by default and have a head start on a 300i owner to their role. It is important to see a vessel as a collection of characteristics and potential, rather than a vessel with a strictly defined place.

## Ship Variants in the Future

Ship variants after the Aurora and 300 Series are a better example of the future of ship customisation. Newer ships with variants, such as the Freelancer or Constellation actually have fairly significant changes made to the hull to aid in their new role. These changes shift the ship's characteristics and it means that variants have their own, exciting potential now.

A new example would be a comparison between the Constellation Andromeda (Base) and Constellation Aquila (Exploration). The Constellation Aquila loses a manned turret and 4 Class 3 slots outright. It has an exploration rover, but still retains the dock for the Andromeda's light fighter. Both ships share the same stock jump engine, but the Aquila features expanded fuel tanks, a long ranged scanner and a specialised sensor array.

Based on these characteristics, it can be said that the stock Constellation Andromeda is a better combat ship and the stock Constellation Aquila is the better explorer.

The developers have stated that all ships will feature room for optional additions, including medical facilities, exploration equipment or luxury add-ons, there is already untapped potential in a vessel. The developers have also stated that each hull and variant should be a baseline to work from and modify to a captain's tastes. There is no force stopping a player from turning an Andromeda into a better-armed exploring ship than the Aquila, or exploiting the Aquila's advanced sensors in combat and fitting a P-52 Merlin for added firepower.

Ship variants are not simply ships with strict, different roles. Rather, they come in stock configuration with changes and modifications that suit a certain role, but it is up to individual captains to build on that and create their own ship.

An example of ship customisation could be taking a Constellation Andromeda, mounting a rover into the cargo bay and fitting basic sensors into locations where there is space. The result is an exploring ship that is better armed than the Aquila, though probably inferior at exploring due to the lack of fuel tank expansions and advanced sensor arrays.

Another example would be removing the Aquila's rover to increase cargo space and not adding a fighter to reduce mass. Then the captain can exploit the built-in expanded fuel bays to use their Aquila as a long-distance cargo vessel. This ship could compete with the Constellation Taurus. The modified Aquila would be more durable (higher maximum size shield generator), have longer reach and better firepower than an unmodified Taurus and could therefore make a dependable long distance hauling ship. The downside is of course, the Taurus has a much larger cargo hold to start with.

While some players might balk at the idea of dropping cargo room on a freighter, others may find the increased durability and longer travel range to be useful. In this case, neither player is wrong in acquiring their ship, but both players have ships that suit their playstyle and career.

Star Citizen will emphasise immersion and finding your niche in the universe. Rather than giving a set of ships with strict limitations, Star Citizen gives a variety of hulls and equipment with differing characteristics, then allows the players to choose their favourite combination.

# GAME CONCEPTS





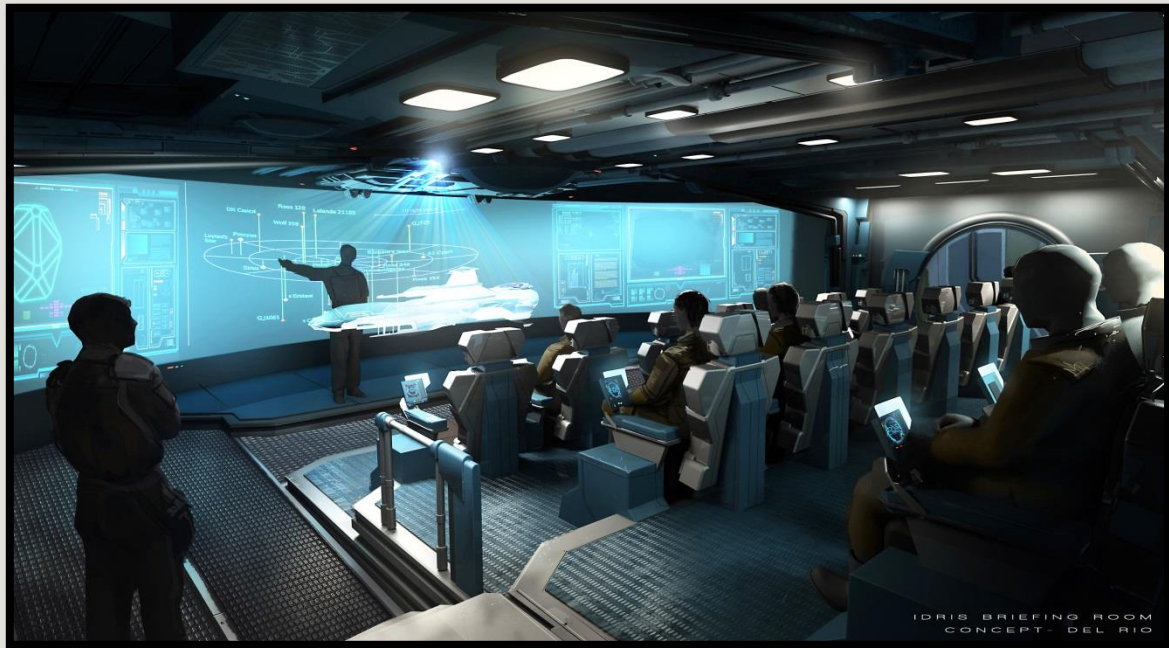
# GAME CONCEPTS

## OVERVIEW

THE LASERS GO PEW PEW PEW. THE GUNS GO BANG BANG BANG.

*“Not confirmed.”*

- Eric *Wingman* Peterson and Robert *Vampire* Irving, on the possibility of a woodchipper for use in ship boarding action.



Star Citizen is slated to feature a combination of ship-to-ship combat and interaction at a variety of scales combined with first-person action. Star Citizen will make use of a relatively new game engine in order to implement a number of unusual features that are not commonly seen in gaming.

This section will detail what is known about major game mechanics of Star Citizen. Note that game mechanics are currently deep in development and may change at any time. This section seeks to remain as factual as possible and will remain up to date if able.

# FLYING

## OBJECTS IN SPACE.

*“I am a leaf on the wind. Watch how I soar.”*

- Hoban ‘Wash’ Washburne, on freedom



Spacecraft interactions in Star Citizen have a large number of flavours, but chief amongst them is *flight*. Though spacecraft vary tremendously in their roles and sizes, the forces that impact them and they impart on the universe are the same. Flying is integral to Star Citizen and follows and breaks a number of conventions in space video games.

### **The first and only time I will use the word *Newtonian***

All spacecraft present in space are governed by a physics engine that is programmed to reflect realistic, Newtonian physics. In a vacuum environment, there is no artificially induced drag. Ship movement in Star Citizen will take place solely based on forces applied to the ship. Ship manoeuvres will be accomplished through the use of a ship's main and manoeuvring thrusters, which are generally positioned to the rear and around the ship, respectively.

### **Your ship is smarter than you**

Pilots in Star Citizen are not expected to manage possibly dozens of thrusters manually. All piloted spacecraft are fitted with an Intelligent Flight Control System (IFCS). This system is analogous to an autopilot and flight computer system. The IFCS will take the pilot's controller input and apply the pilot's intent to all the ship's thrusters in order to manoeuvre the ship in the way the pilot desires.

This allows the pilot to perform the manoeuvres they desire in a vacuum environment without the hassle of micromanaging every single thruster. IFCS systems vary in behaviour and pilots are able to select options that they prefer, such as G-force limiters and other functions that add depth and additional options to pilots.

The IFCS limits a ship's top speed in dogfighting circumstances as any strong change of direction will apply G-forces to the ship and pilot that may damage either. As a rule of thumb, the faster a ship goes, the less manoeuvring it'll do. Top speeds of ships in combat are strictly limited, though the cruising speed of a ship travelling out of combat is capped at 20% of the speed of light.

In Star Citizen, combat manoeuvres will adhere to the laws of motion, but will take place at limited velocities to preserve game balance and fun. Cruising speed is a significant portion of the speed of light, and all ships are equipped with a computer that interprets your control inputs as instructions for the ship thrusters to carry out correctly.

## COMBAT OVERVIEW

LET'S TALK ABOUT THE EXCHANGE OF OPINIONS.

*“Violence, naked force, has settled more issues in history than has any other factor, and the contrary opinion is wishful thinking at its worst.”*

- Robert A. Heinlein, on conflict resolution

Combat in Star Citizen will have two primary focuses: Ship-based and individual. Ship-based combat constitutes the exchange of hostilities between two space vessels with intent to hinder each other, and individual combat will take place with characters engaging each other in combat using small arms.

Combat in Star Citizen will be primarily first-person, with players in control of ships and ship systems from the first-person perspective, or engaging each other in first-person shooter style combat. Combat is a significant, core feature of Star Citizen that is continuously in development and being refined.

Ship combat will feature ships of varying sizes and their pilots engaging each other in the vacuums of space. Ship captains have a variety of equipment at their disposal that will aid in accomplishing their goals. Such equipment includes:

- Defensive shields and armour plating
- Kinetic weapons
- Missile weapons
- Energy weapons
- Electronic warfare
- Stealth technology

First-person shooter combat in Star Citizen will primarily take place aboard ships and on certain ground locations. First-person combat in Star Citizen will be a by-product of boarding a target's ship with intent to disable the crew and capture the ship intact, or as part of other disputes on the ground.

Players taking part in combat against other players without ships may make use of a variety of tools that will aid them in achieving their goals including:

- Personal protective equipment
- Sidearms
- Rifles
- Crossbows

Combat in Star Citizen will therefore be varied and rely on a variety of different skills and possible equipment, ship and environmental options that may change its outcome. This section of the guide will attempt to explain the major combat mechanics.

## SPACE CONFLICT



A simple fact of space combat is that space combat would realistically take place at ranges well beyond vision using pin-point accurate weapons and flawless computer targeting. Combat would devolve into designating a particular blip on your screen to fire on and then ordering your ship to plot a firing solution and accomplish the rest automatically.

But that would be boring. Or EVE Online.

### **Knights of the sky**

In Star Citizen, the bread and butter of ship-to-ship combat is the *dogfight*. Easily comparable to WWI and WWII sky aces preparing daring manoeuvres in an effort to outsmart and out-think their targets so they may notch another kill onto the sides of their aircraft.

In Star Citizen, small-scale fighting takes place at short distances and relies on pilot reflexes, manoeuvring and directed firepower. The entire process is dependent on the pilots and their ships, not targeting computers or automated fire.

### **Take command**

As you climb up the ladder of ship size, combat becomes slower and more passive. You come to rely on gunners for firepower instead of your own thumbstick. Your ship is no longer evading and dodging fire, but making small manoeuvre adjustments to reposition its hull and firepower. Capital ships have a multitude of internal systems and controls that their captains must handle: firefighting, boarder control, navigation and more.

Captaining a capital ship is more akin to management than daring combat, but they take a role just as, if not more important than the hotshot Hornet pilot.

### **Dealing death**

Space combat in Star Citizen begins with dealing damage to your target to overwhelm their defences, while remaining alive. This is simple on the surface, but with Star Citizen's complex damage model that can lead to ship components and crew being killed, or shield damage mitigation, ramming, boarding action, weapon types and zero-g manoeuvring, you really have to ask yourself: is rocket science easy?

Pilots wishing to test their mettle in space combat can do so in *Arena Commander*, the playable testbed for space combat in Star Citizen, available to all backers who have purchased an Arena Commander Pass.

### **When in space**

Players will have a large variety of tools and weapons at their disposal when in space. Single-seat fighters dogfight using mobility, counter-measures and their hull-mounted weapons. Larger vessels may have manned or automated turrets that engage close-flying targets and ordnance. Immobilised ships can be boarded and captured, though potentially at great risk. Some vessels can launch smaller ships to engage the enemy, while others may shut off their systems and attempt to hide in ambush, or to avoid detection.

Space combat in Star Citizen is the interaction of many different mechanics, from diverting power plant output to firing at targets to stealth to ambush and stealth. Almost any player will find a suitable place in space combat to enjoy.





## FIRST PERSON CONFLICT



One of the major reasons that Star Citizen is built in CryEngine is that in Star Citizen, the vast majority of action will take place in the first-person view in order to enhance immersion. A core feature of Star Citizen's combat is first-person shooter gameplay, which will take place primarily within the confines of your ships and at certain ground locations.

### **Bearing arms**

First-person combat revolves around the use of hand-held weapons and tools to accomplish goals. A variety of weapons, powerful and different will be used alongside tools such as explosive kits, unmanned turrets and more. It is known that the hand-held weapons will be based roughly on ship-weapons and are likely to include kinetic and laser types.

### **Arming bears**

Personal protective equipment for players in combat includes the use of armoured fighting suits to go with weaponry. Players will also require spacesuits, propulsion packs and magnetised boots if they wish to fight in zero-G outside of their ship, which is another feature confirmed for first-person combat.

### **Baby steps**

Movement in first-person gameplay will feature the basic stances (standing, crouching, prone) and basic speed changes (sprinting, sliding). The game will feature a dynamic system of cover. Rather than attaching the player to objects, the player will interact with objects based on proximity. For example, player are not glued to a wall when they approach it, but instead, can approach it and continue using their controls to lean around, make adjustments to their positions, etc. Although more dynamic, this system can result in more cases of players being unable to act due to bad positioning. The current, terrible system of walking and camera control in the hangar will be replaced with a system that is said to reduce nausea and be more effective overall.

### **War without the hassle of death**

First-person combat in Star Citizen will lean toward caution and realism. The system of permanent character death and severe injury is in full force and this will not be a game containing fast-paced gunplay. Rather, it will favour planning, teamwork and caution. Head wounds are likely incapacitate instantly. Players will not have a HUD without wearing a helmet. Wounds to limbs will impede the player's mobility and aim and more. Engaging enemies in close-quarters combat is a dangerous proposition – as it should be.

## Slow and steady

The core gameplay of first-person action in Star Citizen is focused on tactical gameplay. Some of the core influences for Star Citizen's first-person action include Counter-Strike, Rainbow Six, ArmA and more. Action will emphasise careful decision-making as well as precision. Planning and tactics will be vital to winning a firefight, with players operating with the risk of permanent injury or death. Combat is kept 'realistic'. HUD elements are only present if the player has a helmet-HUD. Weapon magazines will be stowed if not emptied and characters will attempt to load the fullest magazine. All equipment will be modelled on the body and can be destroyed during gameplay by incoming fire.

## Mediiiiiiiiiiiiic!

Close-quarters combat generally involves a certain risk of injury and/or death. It is known that *medkits* of varying sizes exist in the game. Ships may also include medical facilities, with at least one dedicated ambulance ship already existing (Cutlass Red). Injuries in combat can seriously impact performance, and some injuries may be permanent, requiring the amputation and replacement of a limb.

One feature to aid in storytelling and immersion is the existence of permanent scars or prosthetics acquired from combat being visible on a player.

## Feeling lucky?

The three known environments for first-person combat are aboard ships, on certain ground locations and in zero-G around spacecraft. First-person action in Star Citizen is variable, dangerous and unpredictable with players required to make the best use of their limited tools and lifetimes to win a battle against vicious enemies who are taking the same risks.

## FAQ

**Q1.** What sort of weapons are currently known for use in first-person combat?

**A1.** Known weapons include crossbows and laser pistols, with rifles seen in concept art.

**Q2.** Is it possible for my character to die in first-person action?

**A2.** The risk of severe injury and character death is present in first-person combat.

**Q3.** What other tools do I have at my disposal in first-person combat?

**A3.** A variety of grenades, special gadgets and body armour will be available for use.

**Q4.** Is it possible to use the UEE towel hangar decoration as a melee weapon?

**A4.** Unknown.





# SHIP BOARDING



Captains who engage targets with intent to secure the ship or its crew may find themselves engaged in a boarding action. Whether legitimate bounty hunters are acting in search of contraband and criminals, or pirates are raiding for cargo, boarding action is an unpleasant but sometimes necessary part of life in space.

## **Knock-knock**

Boarding action involving hostile spacecraft is rather more complex than extending a ladder to the opposition. A number of steps must be taken prior to boarding.

- 1. Incapacitate target defences** – It's rather inadvisable to board a ship that is currently trying to destroy your ship. Disabling the target's turrets and other weapons, if they pose a threat is an ideal first step to not dying in your attempt.
- 2. Disable target engines** – One of the most difficult tasks in the process falls to the attackers: Disabling the target's main thrusters and jump drives without serious harm to the ship. Once a ship is unable to escape or manoeuvre, it is possible to board it.
- 3. Dock and cut** – When the attacker has docked against the target craft, it falls to the attacker to use hull breaching equipment to slice through any obstructions and force an entry. This process takes time and it gives the defenders a chance to prepare their stand and allows attackers a few moments to double-check their plan and equipment.
- 4. Assault** – It is up to the attackers to enter the target ship and do whatever is necessary to disable the crew. This is most likely to be done through combat in the confines of a ship, with two determined forces squaring off against each other in fearful short-range combat.
- 5. Recovery** – If the attacker succeeds in incapacitating the crew, they may then accomplish what they need to accomplish while on board. This could be taking prisoners, cargo or even conduct field repairs on the ship to bring it back into operation in order to steal it. The victor has no bounds on what to do with the loser. Ship recovery comes at the risk of flying while under possibly damaged life support, hull breaches or damaged controls.

## **FAQ**

**Q1.** What measures will defenders have against attackers in a boarding situation?

**A1.** Defenders can use of self-destruct systems, gun turrets, dead-man switches and more.

**Q2.** Will damaged ship systems affect the combat environment in the ship?

**A2.** Yes, crippled ships may have sustained damage to the hull or life support systems, necessitating different tactics.

# CAREERS

## A PLAYER'S PLACE AMONG THE WIDE STARS.

*"It is better to have permanent income than to be fascinating."*

- Oscar Wilde, on Bachelors of Arts degrees

Star Citizen's expansive universe is a place of many possibilities for players to undertake. A number of major roles have been defined at times, but the number of sub-roles players may take up is up to the players to create.

In Star Citizen, the majority of jobs will involve spacecraft in some way. With dozens of spacecraft designed with different roles and characteristics in mind, every single player can find a ship or two that'll suit their playstyle. Ships in Star Citizen do not become *better* as they grow in size. Rather, larger ships face higher maintenance, fuel, docking and crew requirements due to their size. Small ships can fulfil many roles in Star Citizen and selecting a ship is a matter of personal taste, experience and playstyle.

The major professions of Star Citizen are:

**Bounty Hunting** - Tracking stolen contraband or criminals in exchange for profit is a combat-related profession and will be a major part of anti-criminal activities in Star Citizen.

**Combat** – Fighting men and women of all stripes are needed in Star Citizen, whether to take part in contract action, fighting for a cause or fending off aliens.

**Exploration** - Seeking out hidden locations, jump points and entirely new star systems in exchange for reward and fame is the cornerstone of the brave explorer.

**Cargo Running** - The economies of Star Citizen rely on raw materials and it's up to cargo runners to deliver those materials. Smuggling is another potentially lucrative profession.

**Trading** - Buy low, sell high. Find the people who want something and let them have it in exchange for money, be it materials, salvage or contraband.

**Piracy** - Raid ships for goods and prisoners. Make use of boarding, non-lethal weaponry and other tools to capture hapless, innocent ships or hunt for legitimate targets as a privateer.

**Information Running** - Legal or not, information runners transport the most valuable good: knowledge. These couriers are called up when normal transmission is impossible.

**Racing** - Live fast. Die fast. Take part in races with your souped up, high-speed ship to receive prizes, fame and admiration. The ideal career for pilots wishing to go very fast.

**Mining** – Civilisation is built on raw materials and it's up to miners to retrieve these materials from asteroids and planets for others to use.

**Salvage** – It wouldn't be right to let components and ship parts go to waste after a conflict and it's the salvagers who are retrieve what's been destroyed so it can be destroyed again.

# LIVING ECONOMY

## PENNIES TO BENGALS

*“Recession is when a neighbour loses his job. Depression is when you lose yours.”*

- Ronald Reagan, on economics

Star Citizen will feature a dynamic economy, in which the actions of large numbers of players can affect the manner in which the universe at wide develops. In particular, the effects of supply and demand from players will affect prices of raw material and goods.

The effects players can have on the economy are not completely unlimited, but will be sufficient for players and NPCs alike to generate more content for players to enjoy.

### **Fetch, boy.**

One aspect of the dynamic economy is NPC missions. The economic system in Star Citizen will generate missions for players based on supply and demand, so an area that needs a particular resource will assign missions to players to collect that resource. If players do not undertake the mission, then AI entities will attempt to do so.

### **False colours**

In turn, since the economy is being driven by movement of goods and demand, there is room for criminal elements to take hold. Players will be able to stage pirate attacks against haulers, which can lead to good not reaching their intended destination.

### **Wanted. Dead.**

The AI overseer of the market will detect it if pirate incursions begin to disrupt supply lines and respond accordingly. One possible response is offering bounty hunting missions to players nearby in order to reduce the pirate problem. Alternately, escort missions may be generated based on these events.

### **Destruction is Good**

Although seemingly counter-intuitive, a constant level of loss, expenditure or destruction is necessary to support the economy. If no ships are destroyed and no munitions are expended, then ship and munitions manufacturers will not produce, thereby reducing freight pilot incomes. Additionally, if losses aren't constantly being taken, salvagers will also lack content. Even though loss is generally bad to the individual, as a whole, it ensures that producers continue to produce their goods and have a steady supply of buys.

The above is a gross oversimplification of extremely complex topics, however. Take with a large grain of salt.

## PLAYER ORGANISATIONS

BECAUSE NONE OF US CAN BE AS STUPID AS ALL OF US.

*“People who enjoy meetings should not be in charge of anything,”*

- Thomas Sowell, on the characteristics of good leaders

It can be said that Star Citizen’s largest and deepest element will be multiplayer gameplay. Star Citizen will feature official support for a variety of organisation types and tools for all organisations that can be used to recruit, inform and coordinate their members. Though players can fare perfectly well on their own or with a small group of friends, organisations represent a home for players who want larger communities and unified goals.

All organisations are given a name and a code. The name of the organisation is not unique to an organisation and may be changed, but the organisational code cannot be changed or shifted.

There are four officially supported organisation types in Star Citizen.

### **Corporations**

Corporations are for-profit or non-profit businesses that are legal entities with liabilities and rights. They are separate from the members of the corporation and are established with legal documentation such as charters. Corporations are aimed at groups seeking a general organisation or one aimed at business.

### **Faith-Based Organisations**

Faith-based organisations are centred on a unified, central group of rulings that govern the members. Members of faith-based organisations tend to be united in belief and conduct humanitarian work, advocacy for the oppressed or charity and welfare. In other cases, they may become violent, extremist cults and sects taking part in harmful action.

### **Private Military Companies**

Private military companies provide security and militant services to clients. Private military companies make use their contractors’ skills and equipment and are seen in various military roles in Star Citizen – whether escort, asset recovery or conflict. Private military companies avoid the term *mercenary* and are legitimate businesses, rather than uncouth guns for hire.

### **Criminal Syndicate**

Criminal syndicates are formed by various criminals or criminal organisations gathering and forming agreements with intent to engage in criminal activity as a unified group. Criminal syndicates represent an upgrade from petty crime toward large-scale forays into crime such as mass-scale piracy, smuggling or terrorist acts, primarily for money or other agendas.

## FAQ

**Q1.** Must I join an organisation to enjoy Star Citizen?

**A1.** No. Star Citizen can be played in singleplayer modes and the level of player interaction is dictated by the players themselves.

## BASIC ORGANISATIONAL CONCEPTS AND TOOLS

All organisations contain four primary concepts pertaining to their members that dictate the organisation's structure and member hierarchy. These concepts are completely flexible and organisations can modify them as they please to suit their particular running style. These organisational concepts form the base of how an organisation will practice.

### **Ranks**

The basic element of hierarchy is the rank. Organisations will be able to assign ranks to their members, with different ranks having different responsibilities, privileges and roles. Ranks are generally assigned in such a way that more valuable members receive higher ranks.

### **Roles**

Roles consist of the members' individual duties, rights and privileges. These vary wildly depending on the organisations' needs and hierarchy. Members in an organisation are assigned roles based on their duties which may tie to various ranks.

### **Divisions**

Organisations may be divided into distinct divisions with separate duties, specialisations and operating locations. These divisions may operate independently of oversight and interference, or work together in larger operations.

### **Jobs**

Jobs are tasks assigned to an organisation that the organisation agrees to undertake. Jobs are performed for income or with other benefits in mind. These jobs can be assigned to different individuals in the organisation and an organisation can accept multiple jobs simultaneously.

### **Organisational Tools**

In order to make the task of herding cats and maintaining the organisation easier, all organisations will have access to a battery of useful tools that are used to inform the membership, delegate tasks or increase awareness of the organisation.

### **Recruitment**

Organisations will feature tools that make it easier to new members from outside the organisation, as well as fulfil internal posts in divisions and organisational openings.

### **Organisational Communication**

Organisations have access to a private forum for use by its members, as well as blogging and news tools that can be viewed internally or by the public. Organisations may make use of private chat channels, events calendars and a notification system for recreation and information.

### **Other Tools**

Tools that allow for the customisation of the organisation's pages are provided, as are tools to create charts and graphs. Organisations are encouraged to place effort into their design and branding in order to present a good image to potential members and clients.



## ORGANISATIONAL STRUCTURES AND IDENTITY

**Speculation** – The section below contains author speculation.

### **Player-Owned Structures**

Player organisations in Star Citizen will be able to own their own stations for the use of their membership. Organisations can also make use of shared hangar spaces for ship storage in docking areas. Players are able to lease their ships to other players temporarily.

The size and scope of player owned structures is now known yet, but it is presumed that it will extend to space stations that can host a reasonably large number of players. Defence platforms for such structures are confirmed.

### **Ship Visual Customisation**

A decal and logo system for player ships is in development. Players will be able to apply decals onto their ships independent of the ship skin. A system of decal screening is also planned to prevent players from displaying inappropriate decals.



## CRIME, PUNISHMENT AND REPUTATION

*“Now they earned that with the sweat of their slave-trading brows. Aw, terrible shame. ‘course they won’t discover it ‘til they go order their next round of drinks,”*

- Captain M. Reynolds, on stealing from businessmen

### **Be polite**

There are a large number of ingame civilisations, factions and organisations that player will find themselves interacting with. Reputation in the game is a key element to how different species and people will respond to you. Bettering your reputation consists of accomplishing tasks for a given organisation or behaving in a way that they would approve of.

### **Choose your friends**

Organisations that players can interact with include many allegiances, affiliations and operating methods. Players of all stripes will be able to find a group they identify with and may want to support. Groups range from the United Earth Empire to Banu Merchants, the Xi’an, pirate factions, ship manufacturers and more.

### **Being bad guys**

It is no secret that crime is a part of the ecosystem of Star Citizen. Places who are regular criminals may find themselves barred from civilised space, losing their Citizenship privileges or being hunted for their crimes with bounties on their heads by their victims and other players.

### **Ghettos and suburbs**

Space in Star Citizen will be divided into various sections based on affiliation and level of law enforcement. Criminals may find themselves banned from civilised space. Additionally, certain parts of uncivilised space may not be covered by insurance for your losses, or may host vast pirate empires and other criminal elements.

### **He’s no good to me dead**

All this talk of crime opens up a new branch of honest employment for captains: bounty hunting. Bounty hunters are individuals who track stolen goods or criminals, capture them and return it to civilised space for a monetary reward. Ironically, bounty hunters rely on criminals in order to exist, and as crime rates increase, bounty hunters find themselves being called on more often.





# THE LORE OF STAR CITIZEN



## TIMELINE OF MAJOR EVENTS

3 May, 2075 – Dr. Scott Childress and his team at Roberts Space Industries complete the first sustaining quantum drive engine, able to achieve 1% of the speed of light.

2113 – RSI patents terraforming technology and design a machine that can process the existing atmospheres of worlds and convert them to oxygen environments that can sustain human life.

2120 – Terraforming of Mars begins

2125 – The Great Mars Tragedy takes place, with 4876 scientists killed after an atmospheric collapse of Mars.

2140 – RSI introduces the first commercially available spacecraft, the RSI Zeus. This small, exploratory vessel is the first widely distributed and owned spacecraft.



RSI Zeus

2157 – Mars successfully terraformed to support human life. A memorial to the Great Mars Tragedy is erected.

2214 – The latest model of the RSI quantum drive engine achieves 10% of the speed of light and exploration of the Solar System begins in earnest.

2232 – The Artemis, a 5000-colonist generation ship was launched to fly for the super-Earth GJ667Cc. Contact is lost, but components and evidence of the crew are recovered centuries later on various worlds.

2262 – A number of ships disappear in the same area of space. The Neso Triangle is declared a no-fly zone.

2271 – After a nearly a decade of study, Nick Croshaw investigates the Neso Triangle himself and discovers the first jump point and becomes the first human to travel to another solar system successfully.

2380 – The Croshaw System is terraformed. Humanity sets aside political and social differences in order to begin exploring for new Jump points and the United Nations of Earth is formed.

2438 – First Contact. An explorer encounters a Banu in the Davien system. General Neal Socolovich negotiates the first peace and trade treaty with the newly discovered Banu.

2460 – Expansion and terraforming take humanity away further and further away from Earth.

2516 – Terra is established, after its discovery at a convergence of jump points. An inhabitable world and the nexus for many jump points, it is an ideal world for humanity.

2523 – By now, 70% of humanity lives off-world and begin lobbying for equal representation in the UNE. The government restructures to form the United Planets of Earth and is run by a Tribunal consisting of a High-Secretary, High-General and High Advocate, responsible for maintaining infrastructure, military and legal matters, respectively.

2530 – Xi'an Empire encountered. Humanity blunders into Xi'an territory and begins terraforming without noticing the alien species. The High-General is criticised for being aggressive and a cold war erupts between humanity and the Xi'an.

2541 – Tevarin encountered. The tribal Tevarin are less technologically advanced than humanity and the UPE attempts to annex them. The annexation fails and the First Tevarin War begins. Ivar Messer distinguishes himself during this war and becomes a war hero.

2546 – Messer captures the Tevarin leaders and uses his popularity in politics. He becomes the High-General and begins to lobby against the Tribunal system while propagating a fear of the Xi'an. Messer proposes a Prime Citizen position that will make final, binding decisions rather than spend time debating. Once he is elected into this position, he rapidly restructures the government and proclaims himself Emperor of the United Empire of Earth.



United Empire of Earth Seal

2603 - 2610 – The Second Tevarin War begins. The Tevarin repopulate and rebuild on the fringes of space in preparation to retake their homeworld of Kaleeth. The invasion fails and the surviving Tevarin make a suicidal rush to Kaleeth, planning to die there as a species.

2638 – Senator Assan Kieren of Terra denounces the UEE and its militarisation. He calls for the independence of Terra and nearby systems. Messer's propaganda machine discredits Kieren and Kieren disappears without a trace.

2681 – Vanduul encountered. These nomads begin raiding human settlements with their roaming fleets in search of resources.



Vanduul Harvester Ship

2715 - 2788 – The military regime of the UEE begins to fail and protest and insurgency become popular. The military is stretched thin, facing the threat of the Xi'an and hunting the Vanduul as uprisings begin.

2789 – Senator Terrence Akari of Terra brokers a peace with the Xi'an Emperor Kray. Terra denounces Earth's imperialistic governance. The Xi'an begin to see Terra as an opportunity to weaken the UEE.

2792 – The Massacre of Garron II takes place. The planet is sold by Messer XIX to a terraforming corporation. The developing race on the surface is wiped out due to the terraforming process. This genocide begins a full-on uprising. The Emperor is overthrown with Xi'an assistance and Erin Toi becomes the new Emperor.

2795 – The UEE ratifies the fair chance act, declaring the act of terraforming a planet with life to be a crime.

2800 – The UEE constructs The Ark, a database containing information on all the species in the universe. The Ark is built as a form of reparation and an olive branch to species the UEE has previously wronged.

2872 – The UEE embarks on the SynthWorld Project. This project would be the first attempt to convert a barren rock into a habitable world, rather than terraform existing worlds with atmospheres. Construction begins in the Chronos System and the project will take decades or centuries to complete.

2920 – The SynthWorld Project progresses slowly and is a severe drain on Imperial finances. The UEE is wracked by income disparity and protest. Vanduul attacks grow fiercer while the UEE appears to stagnate.

2945 – Present day

# THE UNITED EMPIRE OF EARTH

*“That's what governments are for... get in a man's way,”*

- Captain M. Reynolds, on fair governance



United Empire of Earth Seal

The United Empire of Earth (UEE) is the chief human governing body. The UEE governs all civilised human territories and is composed of legislative, justice and military branches.

## Unification

The UEE's ancestor was formed in 2380. The United Nations of Earth (UNE), a governing body formed when the nations of Earth put aside their major conflicts in order to expand to the stars. Once large-scale colonisation took place, dissatisfaction from colonies toward the UNE led to its restructuring as the United Planets of Earth (UPE). This restructuring added three new offices which oversaw military, legal and development goals for the UPE.

## The Tevarin

In 2541, humanity encountered the alien Tevarin and this led to the first of two major wars between humanity and the Tevarin. Humanity would eventually drive the Tevarin to the outskirts of the galaxy. During the war, a notable human emerged: Ivar Messer was a war hero come politician who called for a different form of governance that wasn't entrenched in conflict and debate. His call would be answered and he was elected as the Prime Citizen, a leadership position tasked with listening to debate and making final decisions.

## Imperator Messer

Messer becomes Prime Citizen and strips the High Advocate and High Secretary of their powers to declare himself Imperator of the United Earth Empire. In the 27<sup>th</sup> Century, the Tevarin would regroup under a new warlord and begin the Second Tevarin War. After a second defeat, the Tevarin are nearly wiped out. Ivar Messer's autocratic government would pass to his children, creating the Messer Dynasty. This dynasty would rule humanity through oppression and fear for centuries, making use of the Advocacy to silence opposition.

## Rebellion

After the planet Garron II was sold by Messer XIX and devastated by terraforming, a full-scale uprising overthrew the dynasty with Xi'an assistance in 2792. The old Tribunal was restored and the Imperator post was now symbolic, having limited time and power.

## Life after dictatorship

The new UEE desperately tried to make amends for centuries of trespasses and in doing so, would severely drain its finances. In its current state, the military is spread thin, finances are low and people remain disgruntled.

# STRUCTURE OF THE UNITED EMPIRE OF EARTH

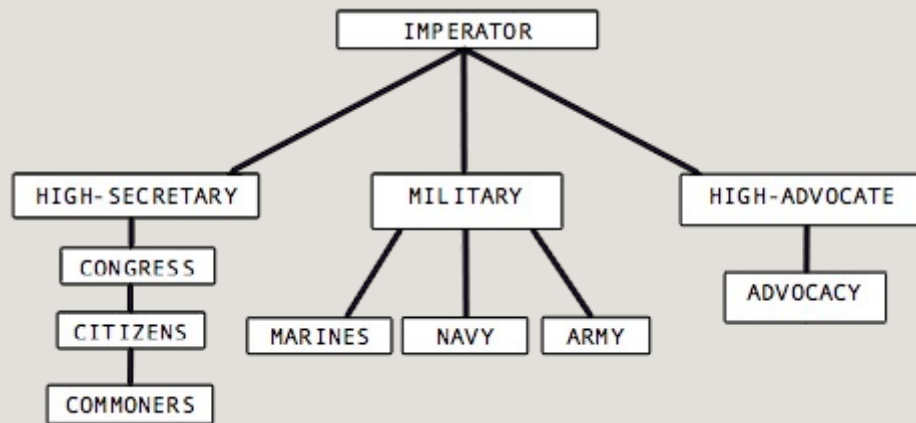


Diagram showing UEE structure

Despite the name, the United Empire of Earth is no longer governed by an emperor. Following centuries of oppression and dictatorship, the UEE is now a democratic state and the Emperor office is largely ceremonial.

## Imperator

The modern Emperor is a representative of mankind. This individual can propose legislation and changes, but is unable to enact them without support. Emperor terms are limited to 10 years and Emperors are elected via democratic process.

## Advocacy

Formerly a branch of oppressive secret police, the Advocacy is now returning to its former duty as elite law enforcement. Though most planets police themselves, the Advocacy's famous and deadly agents are called in when crime begins to cross borders.

## Senate

The Senate is responsible for debating and implementing legislature. The Senate is composed of Senators who are drawn from the various planets under UEE control. These Senators each represent the views and desires of their people.

## Military

**Army** – Extremely mechanised and strategically sound, the Army's duty is to peacekeeping and winning military operations in any and all ground theatres.

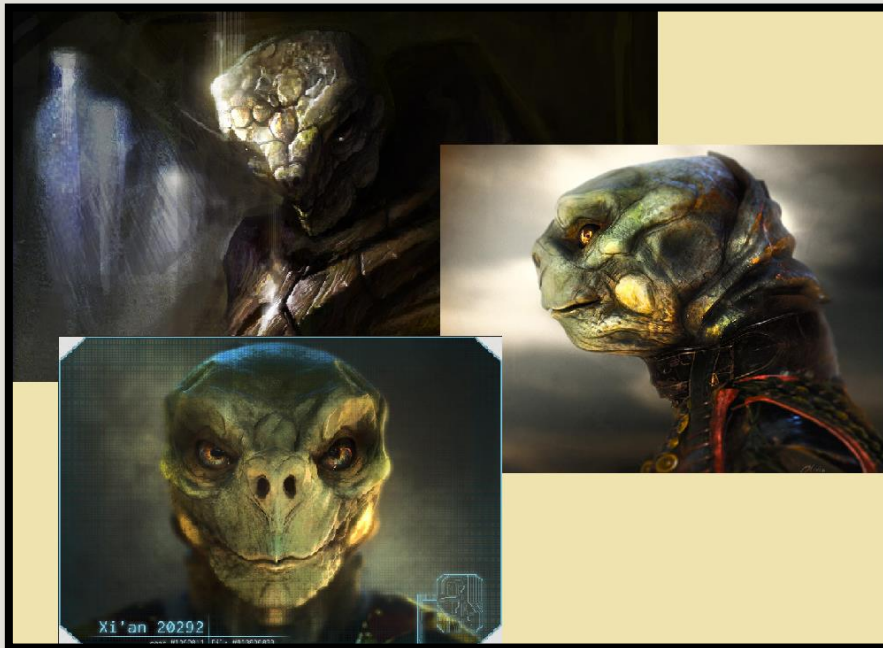
**Marines** – Elite, rapid assault and first-response troops, the Marines are composed of the best of the Army and Navy and are rigorously trained to undertake rapid, high-impact missions.

**Navy** – The largest branch and the face of the UEE military, the Navy transports all UEE military resources, conducts boarder guarding and force projection operations through all parts of UEE space. The Navy is formed around Squadrons, which are assigned a carrier and support fleet with an Admiral in command of each Squadron.



# THE XI'AN

Pronounced *SHEE-ahn* or *SHY-an*



## Xi'an people

The Xi'an are a species of intelligent, humanoid aliens. Xi'an are composed of rough, humanoid features and long lifespans. They are the second intelligent alien species encountered by humanity.

The Xi'an Empire is an alien race that dominates the Eastern systems of the Milky Way galaxy. The empire is an absolute monarchy governed by Emperor Kray. Xi'an society is militarised, with all individuals serving a mandatory 15 years in the military and remaining reserve members of the military for the rest of their lives.

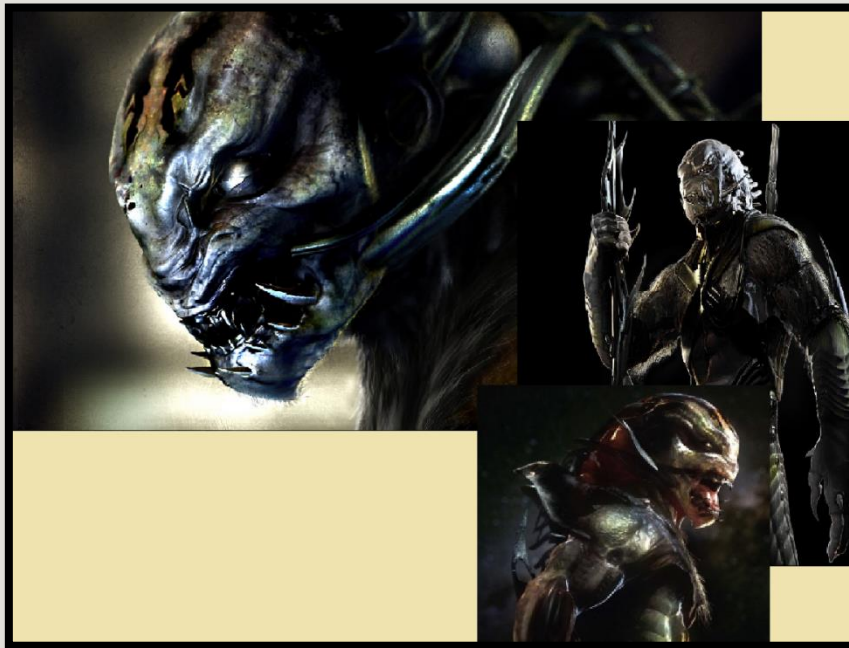
Historically, the Xi'an Empire has had a troubled relationship with the UEE, as the original dictatorship of the UEE launched a centuries long cold war against them with sabotage, espionage and terrorism from both sides. The current emperor, Emperor Kray remains in power after having negotiated the peace treaty with the UEE in 2789.

The Xi'an Empire has been in a centuries-long conflict known as the Spirit Wars against the enigmatic Kr'Thak. Significant human contact with the Kr'Thak has yet to be made and little is known about them.

The Xi'an generally have friendly relations with the trader Banu and are not directly hostile with Vanduul, but regard the Vanduul with suspicion.

# THE VANDUUL

Pronounced *VAN-dool*



## Vanduul people

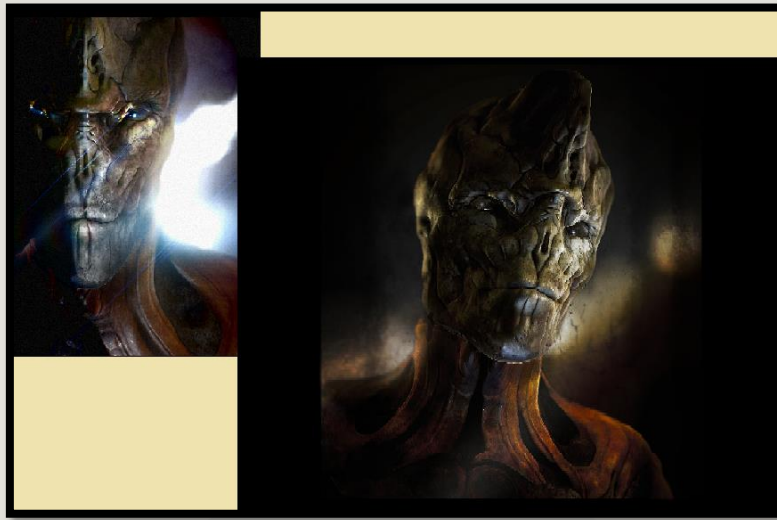
The Vanduul are a species of intelligent, humanoid aliens. Vanduul individuals have smooth features with sharp protrusions on their bodies. They are known to be hostile to humans and have waged open war with the UEE.

Little is known about the Vanduul, besides that the Vanduul are clan-based society and travel in massive fleets. These nomadic fleets acquire resources by raiding territories, including human colonies.

Though they have an intense like of knives and are aggressive, they are not inherently evil, despite evidence to the contrary.

# THE BANU

Pronounced *BAH-noo* or *BAH-new*



## Banu people

The Banu are a species of intelligent, humanoid aliens. The Banu have rough, lean features and were the first intelligent alien species encountered by humanity. They are notable for their mercantile society and loose organisation. They were discovered by Vernon Tar and rapidly became trading partners with humanity.

Banu civilisation consists of a number of Planet-States. Each planet has its own system of governance and law. These states are independent of each other and have varying attitudes toward conflict, politics and other species.

At certain intervals, elected representatives from each state gather at the planet Baachus for The Gathering. During this time, they will debate and discuss various political issues, before parting and returning to their worlds. Gatherings do not take place often.

The Banu Protectorate does not have a formal military, but relies on planetary militias to maintain order. These militias are volunteer-based and rotated on an even basis.

Trade is central to Banu culture and their diverse culture and lack of regulation breeds an even mix of enterprise and crime. Trade and haggling are core to Banu society and the nation tends to maintain friendly trade relationships with almost every species in the galaxy.

Crime and trade go hand-in-hand in Banu space. The lack of central governance or organised policing allows criminals to pervade Banu territory. Treaties are in place that place Banu space out of UEE legal jurisdiction and Banu territory is a hotspot for UEE fugitives.

There are a number of Banu religions, with the most popular followings going to the Patron of Luck and Great Traveller. The Banu's religious centre is Trise, where The Council dictates social and moral edicts for the race.

# THE TEVARIN

Pronounced *TEV-are-inn*

First encountered in 2541, the Tevarin were the first interstellar enemy of mankind. Though not as technologically advanced as humanity, Tevarin were notorious for strategic thinking and adaptability. The Tevarin desired human resources and territory and invaded first, sparking the First Tevarin War.

Tevarin society was heavily militarised, with all achievements and advancement being based on military accomplishments. The Tevarin were not inherently vicious, but saw glory and honour in warfare.

The First Tevarin War was a war of conquest with a desire for human territory and resources. Once defeated and re-united under Warlord Corath'Thal, the second war was a war of reclamation which sought to recover their now human-owned homeworld of Kaleeth (now Elysium IV).

After two vicious wars with humanity, the second effectively destroying the species as a functional body, the few remaining Tevarin have become mercenaries, criminals or assimilated into other nations. Though officially allowed to join the UEE as Citizens, the Tevarin look upon the UEE with disgust for the annihilation of their people.

Tevarin society was formerly religious, with the Rijora code being dominant. Rijora was a warrior code based on honour and duty and its enforcement was extremely strict. The code lost popularity after the loss of the First Tevarin War and once the remaining die-hard Tevarin committed suicide in their ancestral homeworld, most Rijora texts were destroyed as well.

Modern Tevarin society consists of broken refugee groups and colonies that lack a central government. Tevarin are generally cynical and cold, following the genocide of their people and the realisation that they may be a dying species.

# THE KR'THAK

[Pronunciation unavailable]

The enigmatic Kr'Thak have yet to be contacted by humanity. Their homeworld is on the other side of Xi'an space, making access difficult. They have been at war with the Xi'an for over seven centuries, in a conflict known collectively as the Spirit Wars.

Their homeworld is in the Krell system, though the species is collectively referred to as the Kr'Thak. Their relations with species other than the Xi'an are unknown.



# SHIP MANUFACTURING COMPANIES

Star Citizen features a number of different corporations that manufacture spacecraft. Each has their own distinct history and personality and will construct the spacecraft that players fly. These corporations are outlined below:

## **Aegis Dynamics**

Growing to prominence during the First Tevarin War, Aegis Dynamics bombers and other craft became infamous in UEE's dictatorial years. The loss of the old UEE, their contracts and reputation has led to Aegis now manufacturing more spacecraft parts than spacecraft.

## **Anvil Aerospace**

Anvil Aerospace profits primarily from contracts with the UEE military and is a major arms supplier to the UEE. For civilians, Anvil Aerospace delivers de-fanged versions of military craft which are known for durability and reliability.

## **Drake Interplanetary**

Drake Interplanetary constructs ships for legitimate purposes that inexplicably find themselves in criminal hands. Drake ships tend to feature low prices and a high occurrence of salvage and hull breaching equipment, leading to their reputation as pirate ship builders.

## **Musashi Industrial and Starflight Concern (MISC)**

Produces lines of straightforward, efficient spacecraft that are known for reliability and effective functionality. MISC tends to focus on armoured cargo ships and have signed agreements with the Xi'an to integrate alien technology into their ships.

## **Origin Jumpworks GmbH**

This company is rooted in German origins and constructs expensive, sleek and stylish spacecraft that are still able to function in their roles. The company is notable for their emphasis on aesthetics and customisation, often at great expense.

## **Roberts Space Industries (RSI)**

Historically significant as the inventors of high-speed spacecraft engines, RSI remains a force in the market, constructing spaceships that are designed for ordinary consumers with a wide variety of applications ranging from combat to mining.

## **Consolidated Outland**

Founded by trillionnaire Silas Koerner, Consolidated Outland is the first major spacecraft manufacturer to be headquartered far from the cities of Earth and Terra. The corporation found success in body kits and is now moving into full spacecraft production.

## **Kruger Intergalactic**

Kruger Intergalactic manufactures the P-52 Merlin in an agreement with RSI.



# ARMS AND EQUIPMENT MANUFACTURING COMPANIES

Star Citizen features a number of major corporations specialising in the manufacture of weapons, defences and spacecraft components that are fitted to player ships. The majority of these companies have their own image and history, but they tend to be less important than the major ship manufacturers.

## **A&R**

Formed by a partnership of war veterans in the early Messer era, A&R is one of the oldest weapons manufacturers in the UEE. The company is perhaps best known for its Omnisky line of laser weapons, as well as their friendliness to members of the armed forces and veterans. They generally maintain a neutral political stance and have a generally positive public image.

## **Behring**

Massive, Terra-based manufacturer known for producing an extremely wide array of products, primarily weapons and vehicle systems for the UEE military. They also produce civilian variants of their products and have a focus on quantity before quality, but generally produce good quality goods. Their products are known to be utilitarian and straightforward.

## **Hurston Dynamics**

The largest distributor of quantum cascade lasers and electron guns, Hurston Dynamics is also one of the largest providers of standard warheads and antimatter related products. Though producing relatively few products, the components they produce are extremely widespread. The company itself is traditional and family owned.

## **Klaus & Werner**

K&W specialises in the production of firearms, primarily hand-held. They are experts in small arms manufacture and produce reliable, high quality arms primarily marketed toward civilians, but retain some government contracts. Though their focus is on small arms, they do manufacture a number of popular spacecraft weapons systems.

## **Preacher Armaments**

Founded by Kino Walton working out of his workshop, Preacher Armaments has grown to be a favourite supplier to bounty hunters, police forces and militia. Preacher Armaments makes good quality, reliable arms and their marketing is geared toward themes of justice and heroism. They were bought out by Eon Group, which has greatly increased their production.

# THE LOCATIONS OF STAR CITIZEN



# LOCATIONS

## OVERVIEW

BEACH RESORTS AND DOOM PLANETS.

*“Geography is just physics slowed down, with a couple of trees stuck in it.”*

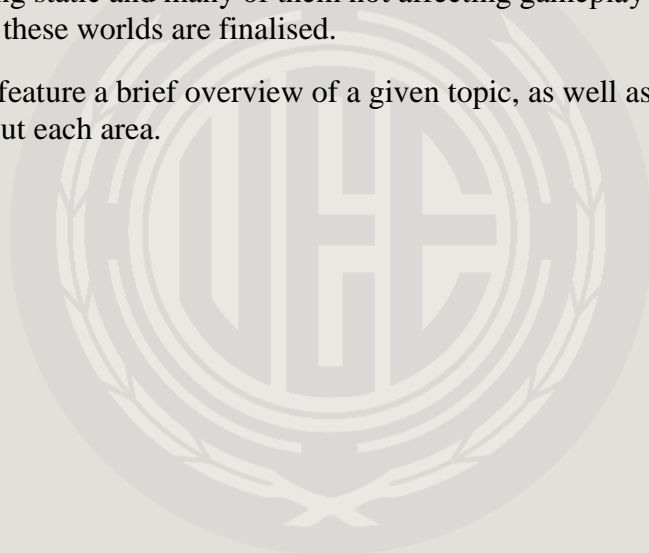
Terry Pratchett, on geography

On release, Star Citizen is set to feature several dozen known, mapped systems and jump points with over a hundred solar systems that are undiscovered and ripe for players to explore for. The known solar systems are generally developed and have a place in lore untouched worlds will have much of their future written by the players.

### **Finding yourself**

This section of the manual will cover the major locations of Star Citizen in lore and provide images and notable facts about the area, its planets and inhabitants. Due to the incomplete nature of the game, many facts of these locations are not likely to be final, though with planets generally being static and many of them not affecting gameplay outright, it's equally possible that most of these worlds are finalised.

Pages in this section feature a brief overview of a given topic, as well as a breakdown of notable locations about each area.



## SOL SYSTEM



Cities of Earth. Clockwise from top left: New York; Shanghai; Moscow

### Factbook

Sovereignty: UEE

Planets: Mercury; Venus; Earth; Mars; Jupiter; Saturn; Uranus; Neptune

Jump Points: Croshaw; Stanton; Vega

The Sol system is the birthplace of humankind and the seat of the UEE. The Sol system is the most secure and heavily policed system in human territories and is the heart of UEE administrative functions, including the Emperor's residence and Senate.

### Mercury

The smallest of the Solar System's recognised planets; Mercury is also the closest to Sol. Known for its rapid speed of rotation and extreme conditions, Mercury has remained relatively untouched, even in the 30<sup>th</sup> Century due to its lack of real value.

### Venus

Earth's sister planet, Venus is the closest to Earth in size and distance, however, it also has an extremely hot surface temperatures due to its proximity to Sol. Unusually, its atmosphere is the densest of the solar system's terrestrial planets.

### Earth

The cradle of humankind remains the capital and namesake of the United Empire of Earth. The planet's resources have long since been depleted, but its symbolic value to humanity has never been lost.

Earth remains the imperial capital and thus, all significant legislature and regulation is debated and implemented from Earth. The UEE aims to control the entire empire from this single location, despite other blocs such as Terra beginning to make claims for power.

Life on Earth is strictly in favour of the people born on Earth. Regulations placed by the UEE ensure that the billions of tonnes of cargo imported to Earth are sold at almost no profit to traders in order to provide more benefit for citizens of Earth. The planet is also the single most secure, on and off-world, with at least 5 Bengal carrier groups on station at any time to

protect the homeworld, and the Advocacy ever vigilant in space and on the surface, watching for anything that might affect life for the people of Earth.

Earth's best known cities are New York, Shanghai and Moscow, having become the primary starports of Earth and thus, beacons of culture, prosperity and development.

New York the UEE's cultural capital, blending in the latest construction techniques and structures with old landmarks from history. Ancient landmarks such as the Empire State Building and Central Park are preserved under domes of visicrete for viewing while the massive spires of New York grow around them. New York hosts the massive headquarters complex of Roberts Space Industries, featuring an enormous showroom and museum.

The market for general goods in New York is overwhelmingly in favour of locals. No city in the universe is more heavily regulated by the UEE and traders will not be able to find any useful profit in legal or illegal markets here, though there is a growing trend among the wealthy citizens of New York toward buying odd trinkets and curios from the stars. In spite of this, New York is Earth's largest single spaceport and most goods coming toward Earth will pass through here. If you cannot purchase it in New York, there's a likelihood that the item you are looking for does not exist.

Moscow is a major centre for physical goods imports and exports. Moscow's personality has evolved to become rigid and stoic, filled with hard workers on the docks and a general lack of nonsense. Moscow remains Earth's largest export spaceport and there's always a need for more labour on the docks. Surprisingly, the market in Moscow leans toward luxury goods, consumer items and collectibles. Despite the work ethic of Moscow, it is not a manufacturing town and there is a large market for luxury items, legal and otherwise.

Shanghai is the largest spaceport in Asia and the most likely location to find natural foliage or waterways. The sprawling waterways of Shanghai link to the East China Sea, allowing for the docking of a large number of craft on water and land. Shanghai's technology and manufacturing industry is always in need of advanced materials from the stars – the rarer, the better and unlike other cities, there is less regulation in Shanghai and a significant black market presence exists. Aegis Dynamics' China Division produces and tests the famed Idris corvettes from their factory present here.

## **Mars**

The first planet colonised by humans, Mars was initially surveyed for atmosphere processors in 2120. The initial colonisation attempt on Mars resulted in The Great Mars Tragedy. On 13 September, 2125, the atmosphere collapsed due to a processor malfunction. The atmosphere stopped sustaining oxygen instantly and all 4876 workers on Mars perished.

Mars was classified as life-bearing in 2157 and a memorial to the Tragedy was erected. Today, it still contains a significant human population.

## **Jupiter**

The largest and most massive planet in the Sol system is Jupiter. A gas giant, Jupiter is primarily comprised of hydrogen and helium and is known for a massive storm on its southern hemisphere that is larger than Earth.

## **Saturn**

The Sol system's second-largest planet features the system's most prominent planetary ring structure. The planet is 95 times more massive than Earth and its outer atmosphere is composed of over 96% molecular hydrogen.

## **Uranus**

The first of the Sol system's two ice giants, Neptune is largely gaseous, but has a number of ice elements such as ammonia and water in the atmosphere. Uranus' atmosphere is the coldest of any Sol system, reaching lows of  $-224^{\circ}\text{C}$ .

## **Neptune**

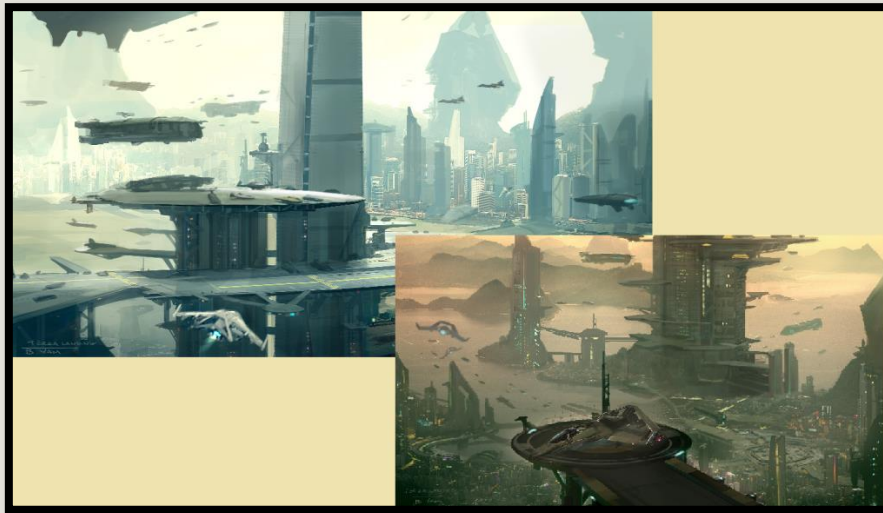
The farthest\* planet in the Sol system and similar in composition to Neptune is known for its stunning blue colouration. The world also has highly active weather systems and storms.



\*Debate over the planetary status of Pluto continues. Neptune is the farthest officially recognised planet in the Sol system.



## TERRA SYSTEM



### Cities of Terra

#### Factbook

Sovereignty: UEE

Planets: Aero; Pike; Terra; Gen

Jump Points: Baker; Goss; Kiel; Kilian

Earth's one and only rival, the Terra system is the de facto cultural capital of humankind. Composed of four worlds, the best-known of these is Terra III, or simply Terra.

#### Aero

A small, rocky world placed extremely close to the sun with a short orbital period, Aero is known to be rich in minerals, but effectively uninhabitable for humans. Its rich mineral deposits are thus impossible to exploit.

#### Pike

Pike is one of the most mineral rich planets in the galaxy and human mining efforts on Pike are immense. The planet is covered in sprawling, robotic cities that harvest the planet's massive reserves of mineral resources. Though Pike cannot support human life in the long term, it has a lack of weather effects that allow machinery to operate unhindered.

#### Terra

Initially a super-Earth planet with an oxygen-rich atmosphere, ample resources, large oceans and plant life, Terra was an ideal world for human settlement. Now, it is one of the most prosperous worlds in the UEE. Terra is also at the crossroads of four major jump points, making it hub for trade and transit, creating prosperity and culture that only Earth can rival.

Terra's capital city is Prime, an enormous, coastal metropolis constructed on two of the original colony ships that arrived to settle it. Prime is a city planned since inception and features a tremendous integration of nature and technology not seen on most worlds. Notably, Prime places orbital landing zones are placed away from the city to reduce pollution and ship crews will need to make use of its monorail system for transit to the city.

Prime contains all of the features and development one can expect from any of Earth's finest city, despite it being a centre for culture and entertainment. Prime is divided between the stunning Downtown metropolis and the residential area known as The Block. Prime holds endless opportunities for any visitors.

Quasi is Terra's second largest city. Quasi was constructed at the foot of Terra's strange, ancient ruins. Though often looked at as more of a tourist trap, Quasi hosts a number of large corporate facilities.

New Austin is Terra's 'industrial' area. One of the original colony ship landing sites, it is an office park that is home to a number of megacorporation HQs, including that of Origin Jumpworks GmbH. The city's forum is The Old Hall, an old Miner's Guild meeting point that has been converted to the public gathering place for all businessmen, traders, brokers and industrialists.

Terra not only plays host to a number of megacorporation HQs, it is also a bustling location for arts, media and entertainment. Terra also hosts large, stone ruins that are indicative of an ancient, intelligent species, but evidence of this species has not been discovered.

### **Gen**

Terra's little sister is a small, inhabited world and the outermost of the system. Terraformed a century after Terra, Gen has become an administrative centre for Terran diplomacy and government, with a great deal of government offices and outposts being constructed here, essentially splitting the administrative and cultural portions of the system apart.

All efforts by Gen's inhabitants to pursue Senate representation in the UEE have been rejected, as it would be an obvious ploy to increase Terra's political influence.

## GOSS SYSTEM



Locations in Goss. Clockwise from top left: Olympus Pool; Cassel Bar; Cassel; Cassel Docking

### Factbook

Sovereignty: UEE

Planets: Goss I, Cassel, Goss III

Jump Points: Hades; Magnus; Terra; 1 Other

Goss is a binary star system located near one of the universe's most striking natural wonders: the Olympus Pool emission nebula. With its stunning natural beauty and three inhabitable planets, Goss has become a nexus for human tourism and colonisation. Despite the system's high tourist income, locals attempt to remain self-sufficient, and the majority of production in Goss is fuelled by resources harvested locally.

Despite being a tourist hotspot, Goss is still a minor hub for crime. The nebula itself is said to hide multiple major pirate operations and the planets themselves have thriving black market trades. Criminals operating out of Goss generally do not interfere with tourism efforts.

### Goss I

A largely barren, resource rich world, Goss I is the largest producer in the Goss System, accounting for 98% of the resources produced for the rest of the system. Resources from Goss I are generally shipped to Cassel and Goss III for use. Unusually, Goss I features a small ocean, but it is devoid of life.

### Cassel/Goss II

Cassel is the chief destination in Goss, being a lush, wealthy resort world. The planet's climate is primarily tropical, with a series of large dome-shaped resorts dotting the land providing various tourist experiences to visitors. Despite the nebula's sour reputation, Cassel remains one of the galaxy's foremost tourist destinations due to its incredible beauty. Violent crime generally does not take place in the safety of the resorts and domes of Cassel.

### Goss III

Goss III is a small, sub-tropical world with ownership claimed by the UEE. The planet is not well-developed, but houses naval refitting base as well as a massive naval hospital complex where the UEE dispatches its injured for recovery.

## CENTAURI SYSTEM



*Saisei - The only planet in the whole system worth a picture.*

### Factbook

Sovereignty: UEE

Planets: Centauri I; Yar; Saisei; Centauri IV; Centauri V

Jump Points: Croshaw; Elysium; Nul

Centauri was one of the first systems to be colonised during their initial expansion into space, discovered by a survey ship taking particular note of the Centauri III. Colonisation was quickly established and overseen by a number of specialised colonial groups.

### Centauri I

A miniature proto-planet orbiting very close to the star. Centauri I is devoid of atmosphere or usable resources, but is the site of an incredibly famous photograph taken by the initial survey crew. It just goes to show that even in the far future, you can be completely empty, but if you're hot and look good in pictures, history will remember you.

### Yar

A world with a climate similar to Venus, terraforming by the UEE made the world habitable, but extremely arid. The planet's greatest geological feature is the Red Desert. It's presumably a desert that is red. Initially rapidly colonised due to a supply of valuable resources, but these soon ran out. Yar's significant infrastructure is now decaying and only a few surviving outposts and landing zones to support spacecraft. Yar is basically Sasei's deadbeat brother.

### Saisei

A planet pretty enough to make it into the Origin 890 Jump brochure. That alone should say something about it.

Saisei is a strikingly beautiful world and the one that initially caught the eye of surveyors. Once colonisation began, all building efforts were undertaken with a major focus on nature conservation and efficient planning. Saisei is one of the only worlds where the population is capped at a limit, but this has allowed the world to retain its natural beauty whilst being one of the most iconic human settlements.

Saisei is notable for being exceptionally well maintained and automated. All heavy industry on the world is strictly regulated and MISC is headquartered there.

#### **Centauri IV**

A rocky world devoid of a molten core, Centauri IV once had an atmosphere, but it was eroded away thousands of years ago. Or I don't know. Maybe the atmosphere decided to move to that perfect jewel of a planet that is Saisei and live a life of beauty and efficiency.

Ahem.

Centauri is otherwise unremarkable, being a popular candidate for asteroid strikes from the nearby asteroid belt. Terraforming has been considered, but the resources and investment required to create a core make it prohibitively expensive.

#### **Centauri Asteroid Belt**

A dense asteroid belt exists between the 4<sup>th</sup> and 5<sup>th</sup> planets in the systems and contains enough mass to form a planet, but never did. The belt does contain an abundance of valuable minerals and metals. A large number of mining operations exist here to support Saisei's heavy industry.

#### **Centauri V**

Centauri V is a supermassive gas giant. Unusually large and of a composition similar to Jupiter, Centauri V is a popular location for ships travelling long distances to refuel. The planet is otherwise undeveloped.

You could say Centauri V is Saisei's unattractive sister that nobody wants to stay near for long, but long-haul truckers still stop by and use her because Saisei has high standards, is high maintenance and has a big thing about cleanliness. I'm not bitter.



## CHRONOS SYSTEM



SynthWorld - Or, how the UEE learned that making planets is hard.

### **Factbook**

Sovereignty: UEE

Planets: Chronos I; Chronos II; SynthWorld

Jump Points: Branaugh; Bremen; Kellog; Stanton

Chronos is a large, empty system featuring two close-orbiting dead planets and a semi-complete artificial world. A catastrophic event destroyed the outer set of planets in the Chronos system and the system was selected as the ideal site for the SynthWorld project.

Despite its relative isolation, the Synthworld project is a popular location for illegitimate trade, particularly in construction materials. Criminals operating in the area should beware, as the UEE 18<sup>th</sup> Battle Fleet is permanently stationed in Chronos and something about being parked in a dead system that everybody just wants to forget has caused serious irritation in their trigger fingers.

### **SynthWorld**

The SynthWorld project was an unprecedented attempt at converting a lifeless rock into a world, rather than terraforming a planet with an atmosphere. The project originally began with high hopes, but after half a century of stagnation and slow progress, the half-completed SynthWorld is little more than a tremendous drain on UEE resources and image.



## CATHCART SYSTEM



Locations in Cathcart. Top: Cathcart; Bottom: Spider

### Factbook

Sovereignty: Lawless

Planets: None notable.

Notable Orbital Bodies: Spider

Jump Points: Davien; Nexus; Min; Taranis

Modern Cathcart is a lawless system well known for its criminal and pirate presence. With no planets and no resources of note, Cathcart began as a perfect intergalactic ship storage yard.

When recovering their decommissioned ships became too impractical, the UEE simply abandoned the system. After the system was sold to the private sector, everything from dangerous waste to decommissioned and destroyed warships was dumped in Cathcart and forgotten with the only regulation for these activities being *do not allow dumping to obstruct routes between jump points*.

### Spider

Cathcart's only notable orbital body is Spider, a *world* composed of a massive number of warship wrecks and other debris lashed together by its inhabitants. Old hulks and platforms are re-pressurised and added to the growing entity that is Spider. Workplace safety is not a high priority and visitors are advised to keep pressure suits on hand in case the creative, local interpretation of engineering/urban planning fails.

Being composed almost entirely out of outcasts and criminals, Spider is a breeding ground for crime in every form. Despite this, Spider maintains a twisted sense of community and criminal business is generally conducted with openness and honesty unseen anywhere else.

Spider is also noted for being an enormous market hub for illegal and salvaged goods. Being a the universe's largest hive of scum and villainy means goods of almost any type can be acquired, if the buyer doesn't mind dubious methods of acquisition used by local merchants. In particular, Cathcart has a thriving market for ship spare parts due to the entirety of the world essentially being a collection of interstellar scrap.

## TYROL SYSTEM



### **Factbook**

Sovereignty: Lawless

Planets: Tyrol I-VII.

Jump Points: Charon; Xi'an Territories

Located near Banu and Xi'an territories, the Tyrol system is unremarkable except for one feature: Tyrol's star has entered the final phase of its lifetime and is expected to erupt in a supernova in the near future. The UEE has designated Tyrol a system open for research and scientific activities and does not officially hold sovereignty there.

The space around Tyrol is dominated largely by research facilities. Going to the surface of various planets will lead to people finding various small settlements filled with criminals, squatters and all manner of other people the galaxy doesn't want, but still hang on to life. The largest settlement in the system is Haven, located on Tyrol V. Though Tyrol's atmosphere is seriously damaged and humans outside require extensive anti-sun protection, Haven sprung up regardless. Dug into a canyon to keep the sun out, Haven is home to a sizable criminal and fugitive presence.

With no official police or UEE presence on the planets, Tyrol has grown into a minor nexus for criminal activity and life off the grid. The majority of criminal services, from smuggling to trafficking, narcotics and more are available on Tyrol. Prospective visitors should note that while almost any less-than-legal good can be acquired in the settlements on Tyrol's worlds, these settlements are not actually permanent. It is generally inadvisable to be in the Tyrol system when the star goes supernova.

# THE SHIP DATABASE



# THE SHIP DATABASE

## INTRODUCING THE SHIPS OF THE UNIVERSE

This section of the guide is a listing of each and every single player-usable spacecraft in Star Citizen. Each page will provide a description of the ship, its roles and basic fittings. Each article also describes any special features or notable elements of a given ship.

The Ship Database is designed in such a way as to provide a short overview on a vessel using known information about it without overwhelming the reader with information. As such, the pages do not hold complete information on each and every single vessel. There are better sources for that kind of information.

The Ship Database will be updated continuously as information about ships becomes available and new ships are released.

The Ship Database is arranged in order by manufacturer for easier navigation, with vessels having a basic, statistical overview.

### **Rarity and value**

Limited issue spacecraft are for sale for only limited periods of time and are inaccessible from via the store after that timeframe. Limited issue ships can still be obtained via gifting or in-game.

The current limited issue ships come in two variants: Stand-alone ships and special variants.

**Stand-alone** limited issue ships are sold on their own and do not fit into the general lineups of ships that are sold. Examples include the Origin M50 and Retaliator.

**Special variants** are based on a base hull and are released at the same time as the other variants of a hull. The main difference being that the special variant ship is taken off sale after a time and the standard variants remain. Examples include the 350r and Freelancer MIS.

### **Acquisition**

Acquisition of limited issue ships takes place through the same sources as any other ship. Barring their limited nature, they are no different from standard pledge packages and can be gifted, redeemed for store credit normally.

The only officially supported means of acquiring limited issue ships are via direct purchase and via the official waitlist. Trading these ships through any other means is unsupported.

Owners of limited issue ships buy them with intent to use or sell at a profit. Keep in mind that any form of transaction outside of the Pledge Store or waitlist is not supported.

**NOTE:** Limited issue ships may be acquired through normal means ingame and are only on sale at limited times during the pledge sale.

## USEFUL TERMINOLOGY

Below are some terms and mechanics that are useful to understand when selecting a ship and getting an idea of its capabilities.

**Crew** – The total number of crew a ship may support in terms of accommodation (if a ship has beds) or the number of seats on a ship that has no beds.

**Sleeping quarters** – Ships without sleeping quarters will not be able to log out in space and must dock at a hangar. Ships that lack sleeping quarters are generally less than 30m in size. Even some of the smallest ships, such as the Aurora have sleeping quarters.

**Jump drive** – A ship may not leave a solar system without a jump drive. Jump drives can be bought and equipped separately.

**Engines** – Ships generally have primary engines and manoeuvring thrusters. Primary engines tend to be more powerful and are used for propulsion, whereas manoeuvring thrusters are used to perform manoeuvres in space.

**Cargo capacity** – A ship's cargo capacity with its basic equipment is measured in Standard Cargo Units. I do not use Freight Units because then, the abbreviation would be FU.

**Shield generator** – Shield generators project a field around the ship that absorbs damage or hinders incoming projectiles. Shield mechanics are not fully detailed, but it is known that shields have *layers* and ships with more than 1 layer can have a layer recharging after being broken while another layer protects the ship. Certain weapons can destroy shields relatively easy and some ammunition types will pass through shields. The largest sized shield generator a ship can fit is given as a number.

**Class 1 Hardpoint** – Forward-fixed weapons. Class 1 hardpoints mount weapons fixed in a set direction. The upside to this is that larger weapons can be mounted to class 1 hardpoints.

**Class 2 Hardpoint** – Articulated weapons. Weapons mounted on a class 2 hardpoint have a limited arc in which they can traverse. Class 2 hardpoints fit smaller weapons than class 1 hardpoints and can mount tractor beams.

**Class 3 Hardpoint** – Pylons. Missile racks, drop-capable fuel tanks and special equipment is mounted onto these hardpoints.

**Class 4 Hardpoint** – Small turrets. Turrets have a wide traverse arc and generally mount smaller weapons. They can also mount special equipment such as tractor beams and, can hold cargo replacements on some ships.

**Class 5 Hardpoint** – Manned turrets. Turrets large enough to sit a gunner who is required to manually aim and fire the weapon. They are only mounted on multi-crew ships

**Class 9 Hardpoint** – Unmanned point defence systems. These turreted systems are designed to shoot down incoming heavy ordnance and possibly smaller manned spacecraft.

## THE GREY MARKET

The grey market is the general term for the external, unsupported market of players selling limited issue ships or ships with Life Time Insurance for real currency. These sales are commonly performed with the services of middlemen, who receive a commission for their services in brokering a deal.

This market is wholly unsupported by the developer and should players incur any losses of any form in grey market activities, the developer will not compensate the player for their loss.

There is currently no official way to trade goods from between accounts. The only way to transfer goods from one account to another is through the Gift system, which is single-way.

The current, official stance of the developers on the grey market is that the developers will not compensate players for any losses incurred on the grey market and all discussion about the grey market in official channels are forbidden. However, grey market usage or involvement will not lead to direct punishment from the developer.

### Supply

You may notice that a large number of the ships you will read about in the Ship Database or elsewhere cannot actually be accessed through the pledge system.

A very large number of ships are sold in limited numbers or for a limited time period, thus excluding individuals who did not purchase these from accessing those ships until full release of the game. These ships are said to be *limited issue*. The developer occasionally runs sales in which limited issue ships will be sold again, after their initial sale, but this is uncommon.

### Demand

Players who wish to access limited issue ships, but have missed their chance to buy one through the pledge system will often turn to the grey market and find middlemen or sellers of the ship they desire, and then purchase these ships using real currency, thus circumventing the developer and official channels entirely.

Extremely rare ships such as the Vanduul Scythe have fetched extremely high prices on the grey market due to a lack of supply and extreme demand. The grey market has been a useful measure to players who cannot otherwise access ships they want, but have additional money. Conversely, the grey market also deprives the developer of some amount of potential funding, as well as being a place where scams and theft can take place.

The author neither supports nor opposes grey market activities and has included this section on the grey market in order to inform players about the existence of an element that affects Star Citizen. The author neither encourages nor discourages grey market use and cannot be held responsible for losses incurred on the grey market.



# ROBERTS SPACE INDUSTRIES



## Overview

Roberts Space Industries (RSI) is one of the galaxy's most venerated spacecraft manufacturers, known for the invention of the quantum drive that spurred humanity to the stars, the first working terraforming device and a highly innovative, early spacecraft, the RSI Zeus.

Today, RSI manufactures a wide variety of ships to many different contractors, primarily focused on high end military contracting for the UEE and a range of basic, configurable ships for spacefarers from all walks of life.

Notable Roberts Space Industries products include:

X-7 – The vessel to test the first quantum jump engines.

Zeus – The first relatively affordable interstellar craft.

Bengal-class Carrier – The UEE's largest warship currently deployed.

# AURORA



*Aurora ES (Essential) in flight.*

## **Overview**

RSI's Aurora is modular, affordable and lightweight. Lacking luxuries, it's all about giving new captains a great deal of versatility at a low price.

RSI's Aurora is the newly launched single-occupant spacecraft built by the old, reliable giant. The Aurora is designed to be an ideal all-round craft for aspiring captains just entering into the universe and comes in a number of variants suited to different tastes.

## AURORA ES (ESSENTIAL)



Look ma, a spaceship!

### Overview

The Aurora ES is the most basic variant of the Aurora line of ships and in stock configuration, is fitted with the most basic systems to allow it to undertake small-scale freight, escort or exploration roles.

Although un-luxurious, the Aurora ES has the hallmark of all base RSI offerings: Versatility.

The ship has ample room for changes and upgrades that allows each pilot to make their Aurora a home of their own.

**Role:** Starter/exploration

### Base Fittings:

Crew: 1

C1: x2

C3: x1

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 6x TR1

Shield generator size: 3

Base cargo capacity: 16 SCU

Sleeping quarters inclusive

## AURORA MR (MARQUE)



Aurora MR (Marque) - Aurora fitted for light combat with pretty red highlights.

### Overview

The Aurora MR is an upgraded and pre-fitted basic Aurora hull. It is designed to be a cheap, basic combat ship with room for user upgrades and changes when necessary. The Aurora MR is fundamentally a basic Aurora ready to fight as soon as it's delivered. An unusual feature is the laser cooling system, allowing for a greater rate of damage from its twin lasers.

**Role:** Interdiction

### Base Fittings:

Crew: 1

C1: x2

C3: x1

1 laser cooling system

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 6x TR1

Shield generator size: 2

Base cargo capacity: 16 SCU

Sleeping quarters inclusive

## AURORA CL (CLIPPER)



Space pickup truck extraordinaire

### Overview

The Aurora CL is an old friend to the cargo hauler just starting out. Featuring doubled cargo space on top of the basic Aurora fittings, the CL is an ideal starting point for pilots looking to make their way into the universe and start carrying its heaviest loads.

**Role:** Light mercantile

### Base Fittings:

Crew: 1

C1: x2

C3: x1

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 6x TR1

Shield generator size: 2

Base cargo capacity: 32 SCU

Sleeping quarters inclusive



## AURORA LN (LEGIONNAIRE)



### Problem Solver: Basic Edition

#### Overview

The Aurora LN is the combat variant of the Aurora. It is built to be a fighting craft that can hold its own against other small ships and be a serious threat in numbers or when well-flown.

The LN is geared with much greater firepower than other Auroras.

The greatest feature of the Aurora LN is the addition of 2 extra class 1 hardpoints and a more powerful shield generator. This allows it to defeat any other Aurora assuming all other factors equal and even compete effectively against other single-seat fighter craft. Additionally, a powerful engine with overdrive is fitted in its stock configuration.

**Role:** Militia/patrol

#### Base Fittings:

Crew: 1

C1: x4

C3: x1

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 6x TR1

Shield generator size: 3

Base cargo capacity: 16 SCU

Sleeping quarters inclusive



## AURORA LX (DELUXE)



I'm a little Aurora short and stout. This is my engine, this is my snout.

### Overview

The Deluxe edition Aurora is built as the ideal ship for those who desire a step up from the basic Aurora, but dislike the brutishness of the Aurora LN. Developed for basic exploration and mercantile efforts, the LX carries a few small luxuries that other Auroras find lacking, while still being an affordably priced ship.

Notably, the LX is the only Aurora fitted with a jump drive in stock configuration, and also features an engine capable of overdrive.

**Role:** Exploration/light mercantile

### Base Fittings:

Crew: 1

C1: x2

C3: x1

1 mini storage crate

Power plant size: 2

Primary Engines: 1x TR3

Manoeuvring Thrusters: 6x TR1

Shield generator size: 2

Base cargo capacity: 16 SCU

Sleeping quarters inclusive

Jump drive equipped.

**Special features:** Leather seat. Slick, maroon paintjob. Limited issue.

# CONSTELLATION



RSI Constellation in flight

## Overview

RSI's Constellation is an effective and versatile multi-crew ship. The Constellation is targeted at those who want a step up from piloting a ship. *Captaining* a ship. To that end, they've developed a versatile but still efficient platform on which budding space travellers and captains can live while earning their living amongst the stars.

The Constellation has four major variants and is the go-to for pilots searching for an effective, mid-sized ship suitable for a variety of roles.

## CONSTELLATION ANDROMEDA



*The crossroads of adventure, ruggedness, versatility and affordability.*

### Overview

The *classic* Constellation hull, the Andromeda is the baseline ship for captains of all stripes. A strong, multi-role platform, this ship features fair armament and ample cargo room coupled with respectable defences and mobility to create a vessel that anyone can call home.

The Andromeda's stock configuration features two manned turrets, missile launchers and a small, P-52 Merlin fighter for escort and scouting. The vessel's interior also features living quarters and even minor luxuries like a shower and dining table.

Although initially appearing to be a ship that doesn't know what it wants to be, a competent captain recognises that the Andromeda is strength built upon strength. Whether you want a good freighter that can easily fend for itself, or a versatile light warship with ample cargo capacity, the Andromeda will deliver every time.

**Role:** Multi-role

### Base Fittings:

Crew: 5

C2: x4

C3: x6

C5: x2

Power plant size: 6

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 6

Base cargo capacity: 1100 SCU

Sleeping quarters inclusive

Jump drive equipped.

**Special features:** P-52 Merlin light fighter deployable from vessel.

# CONSTELLATION TAURUS



**Taurus:** Charging bull, majestic auroch and now, jingling wallet.

## Overview

The RSI Taurus is aimed squarely at pilots bent less adventurously and simply looking for straightforward, honest work. This Constellation hull is the most affordable of the four and is geared toward simple, honest cargo hauling.

The Taurus features the largest cargohold of its family by eschewing the light fighter for additional storage space. In order to achieve its much more affordable status, the Taurus sacrifices a turret, utilises a smaller maximum shield generator and room for one crewman, but for captains looking for a high-volume platform that can still fend for itself, the Taurus is the perfect ship.

**Role:** Transport

### Base Fittings:

Crew: 4

C2: x4

C3: x6

C5: x2

Power plant size: 6

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 5

Base cargo capacity: 1900 SCU

Sleeping quarters inclusive

Jump drive equipped.



# CONSTELLATION AQUILA



Find untouched paradises! Seek out incredible treasures! Deliver light to places that didn't even ask for it!

## Overview

The Constellation Aquila is the ideal vessel for those with wanderlust aimed at the heavens, and a desire to find the hidden. A dedicated exploration vessel built on the Constellation hull, the Aquila is the premier dedicated exploratory vessel. Not only aimed at seeking out treasures in space, but also kitted to turn its exploration groundward and seek out riches on the many planets in the universe.

The Aquila's basic configuration retains the Andromeda's good cargo space, while fitting expanded fuel supplies for long trips and the necessary imaging equipment to seek out resources and treasures. The Aquila also features a small rover, replacing the light fighter of other variants, but sacrifices a turret and missile firepower to better fulfil its peaceful, exploratory goal.

**Role:** Exploration

### Base Fittings:

Crew: 4

C2: x4

C3: x2

C5: x1

Power plant size: 6

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 6

Base cargo capacity: 1100 SCU

Sleeping quarters inclusive

Jump drive equipped.

# CONSTELLATION PHOENIX



"Luxury is the name of the game at Roberts Space Industries" - Nobody, ever

## Overview

There are those captains who believe that a life amongst the stars is one of isolation and utility. Captains who feel that living amongst the stars is a calling that requires frugality, care and mediation. Phoenix captains spit on those other losers.

The Phoenix is a touring vessel designed to host a number of passengers across the expanse of space in comfort and luxury, but woe betide any pirate who thinks they've found a juicy piñata with a soft, high profile VIP cargo. The Phoenix is a capable fighting ship like its brothers, potentially *more so*. Mounting two manned turrets, a heavy point defence turret and an array of lasers and missiles, the Phoenix is a stubborn force to be reckoned with. If that's not enough, it deploys a P-72 Archimedes fighter to support it in any combat action it enters.

But if you're a Phoenix captain, you never cared about that anyway. The Phoenix has a hot-tub (why not), a massive king-sized bed, large-screen TVs and *two* bars. It sacrifices cargo capacity, but has a small, shielded cargohold to transport goods that call for discretion (it's for cocaine) and a rover for exploration/beer runs.

**Role:** Luxury touring

### Base Fittings:

Crew: 5

C2: x4

C3: x2

C5: x1

C9: x1

Power plant size: 7

Primary Engines: 4x TR5

Manoeuvring Thrusters: 8x TR3

Shield generator size: 6

Base cargo capacity: 540 SCU

Sleeping quarters inclusive

Jump drive equipped.

**Special features:** 2 bars, hot tub, largescreen TV, king-sized bed. Limited issue.



# RSI ORION

## Overview

The RSI Orion is RSI's premier mining civilian mining vessel. The Orion reflects RSI's goal of making space travel more accessible by providing an effective, all-in-one mining solution. The Orion features a number of turret-mounted tractor beam arrays, external mineral storage and the classic RSI cabin.

The RSI Orion was Star Citizen's first purpose-built mining ship and was designed to excel at the task at the expense of effectiveness in other area. It mounts multiple, turreted tractor beams and enhanced ore storage to fulfil its role.

**Role:** Mining

### Base Fittings:

Crew: 8

Power plant size: 6

Primary Engines: 6x TR5

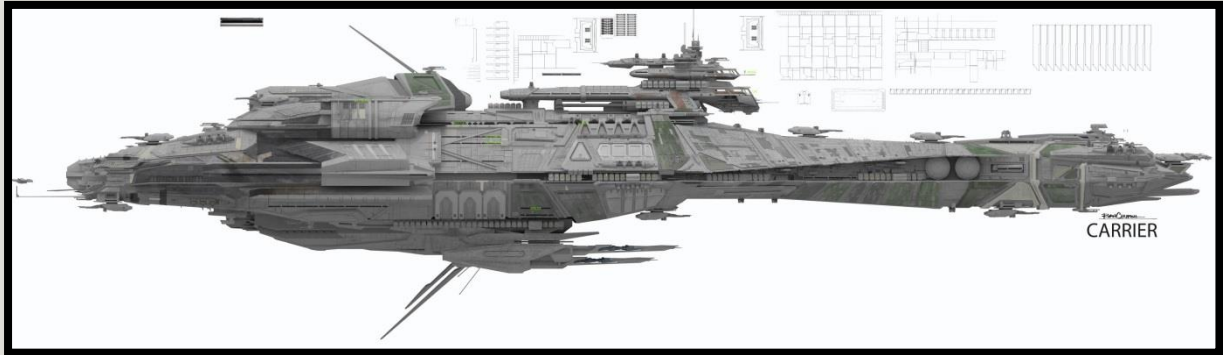
Manoeuvring Thrusters: 8x TR2

Shield generator size: 6

Base cargo capacity: 940 SCU



# BENGAL-CLASS CARRIER



## Pride of the UEE

### Overview

The Bengal-class carrier is the largest warship fielded by the UEE.

This iconic symbol of Imperial might is a thick-skinned and hard-hitting behemoth, featuring arrays of anti-capital ship weaponry and monstrous layered shield and armour systems. The true might of the Bengal is stored in its belly: squadrons of dozens of fighter and bomber craft that turn an impressive warship into the ultimate symbol of UEE power projection.

Acquisition of a Bengal is extremely difficult, though possible. The UEE will never make this craft available for sale on the open market, but Bengal carriers have been known to have been destroyed or disappear. Should an organisation come across one of these hulks, they will be able to refurbish the monster at a massive expense and take ownership.

### Base Fittings:

Crew: 755 (approximately 30 player crew and 700+ NPC crew)  
x1 Behring Quad 130mm railgun turret  
x18 ASD STS turrets, dual ion cannon fitted  
x40 MaxOx AA turrets, dual heavy duty laser fitted  
x16 K&W Rolling Space Frame missile racks, 21 missiles per rack  
x4 Talon Sweeper Mine Dispensers  
14× Phalanx point defence systems, gatling laser fitted  
14× Phoenix-class Shield Generators  
6× HT-2000 Burst Shield Generators  
Maximum shield generator size unknown.  
Base cargo capacity unknown  
Sleeping quarters inclusive  
Jump drive equipped

**Special features:** Cannot be purchased. Largest ship that can be acquired by players. Large facilities for spacecraft maintenance and deployment.

# ORIGIN JUMPWORKS GMBH



## Overview

Origin Jumpworks GmbH is a German-rooted company founded on the principles of precision engineering and luxury. Having begun as an engine manufacturer, they would eventually branch into spacecraft production, emphasising aesthetics and luxury.

Origin Jumpworks' focus on image has driven them to move from Earth to Terra, as well as maintaining a strong anti-piracy reputation, outright denying sales of their ships to known criminals.

Whether described as the pinnacle of luxury travel, or an extravagant waste of money, Origin Jumpworks vessels are widely known for being powerful status symbols.

Notable Origin Jumpworks GmbH products include:

X-3 – The first ship produced by Origin Jumpworks, and the beginning of many successes

890 Jump – Luxury interstellar yacht

## 300 SERIES



300 Series ship in flight.

### Overview

Origin Jumpworks' 300 Series of spacecraft is the luxury alternative to a starter ship from the luxury company. Offering swiftness and elegance in a pricier package, the 300 series should be neither underestimated nor overestimated. Though appearing ostentatious, the 300 Series ships are notably swift fighter craft.

300 Series vessels are a major visual upgrade over similar starter ships and all 300 Series ships are fairly versatile. Although arguably lacking modularity, these ships are no less swift and elegant, fulfilling their assigned roles easily.

## 300i



*Money doesn't buy happiness, but it does buy stuff. And I love stuff.*

### Overview

The 300i is the baseline model of the 300 Series. A slick, plain hull is the starting point for a ship that can be fitted in various ways to become a dogfighter, explorer, light hauler and more. Although somewhat lacking in flash, the 300i's interior is just as comfortable as its sisters and its low price point makes for an attractive choice to many pilots.

**Role:** Touring

#### Base Fittings:

Crew: 1

C1: x2

C2: x1

C3: x2

Power plant size: 3

Primary Engines: 1x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 16 SCU

Sleeping quarters inclusive

## 315P



Who says pioneers and explorers need to be dirty and grizzled?

### Overview

The 315p is the dedicated 300 Series explorer. Similar to the 300i at a glance, the 315p features a pre-fitted tractor beam and a jump drive for use in exploration careers. It also has the same basic hardpoint layout for pilots who want to gear it for other duties. The 315p is unique among the 300 Series as it has a jump drive and tractor beam fitted as part of its base equipment, along with an expanded cargo hold.

**Role:** Exploration

### Base Fittings:

Crew: 1

C1: x2

C2: x1

C3: x2

Power plant size: 3

Primary Engines: 1x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 24 SCU

Sleeping quarters inclusive

Jump drive equipped



## 325A



"Yeah, babe. The pirate I caught was *this* big. And did you know the 325a has a really nice bed? Let me show you..."

### Overview

The 325a is the dedicated dogfighter of the 300 Series, featuring the classic elegance of the 300 series coupled with a deadly weapon loadout right from the start. The 325a takes the 300 Series' natural swiftness and turns it into a deadly weapon against a variety of targets, making it a capable, precise dogfighter.

**Role:** Interdiction

### Base Fittings:

Crew: 1

C1: x2

C2: x1

C3: x2

Power plant size: 3

Primary Engines: 1x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 16 SCU

Sleeping quarters inclusive

## 350R



For rich, young hotshots: twin-engine, streamlined and high velocity – a luxury ticket to the stars.

### Overview

The 350r is unique among the 300 Series by being the fastest ship in a line of fast ships. The

350r's chassis is extensively modified to accommodate a second engine. Built for the discerning speed demon, the 350r features the major perks of the 300 Series ships such as manoeuvrability, reasonable armament and elegance in a high-speed package.

In exchange for its speed, the 350r sacrifices all of its cargo capacity, but can mount an enlarged power plant.

**Role:** Racing

### Base Fittings:

Crew: 1

C1: x2

C2: x1

C3: x2

Power plant size: 4

Primary Engines: 2x TR4

Manoeuvring Thrusters: 12x TR1

Shield generator size: 3

Base cargo capacity: 0 SCU

Sleeping quarters inclusive

**Special features:** Twin engine. Goes fast. Black and gold paintjob. Limited issue.

# M50 INTERCEPTOR



*Zero to the morgue in seven seconds or your money back.*

## Overview

The M50 is a purpose-built racing craft, interceptor and high-speed shuttle. Lightly defended and lightly armoured, this is a ship designed for speed, featuring two engines normally mounted on fighter craft on an even lighter chassis.

Essentially a pair of high-powered engines and weapons lashed to a cockpit, the M50 is surprisingly minimalistic for an Origin Jumpworks craft, but it retains the famous sleekness of its manufacturer. Whether spending a day at the track, or evading enemies, the M50 lets you do it in utmost style.

**Role:** Racing/interception

### Base Fittings:

Crew: 1

C2: x2

C3: x1

Power plant size: 2

Primary Engines: 2x TR2

Manoeuvring Thrusters: 8x TR1

Shield generator size: 3

Base cargo capacity: 0 SCU

**Special features:** Twin engine. Zoom zoom. Limited issue.

# 890 JUMP



Look, mother! Peasants in their little Constellation Phoenixes. How quaint.

## Overview

The 890 Jump is a luxury interstellar yacht designed for touring, trading organisational leadership and more. The 890 Jump was designed with luxury in mind and is an exceptionally stunning vessel that embodies a valuable message that truly transcends time and culture: If you have to ask, you can't afford it.

The 890 Jump features a luxurious, furnished interior with two 85X runabout craft intended for personal transport and light escort. Interiors are all lavishly modelled and the vessel features a high visibility bridge and multiple, elegant bedrooms.

In combat, the 890 Jump fields five turrets, two missile launchers and two point defence batteries. The 85X runabout craft is also lightly armed.

## Base Fittings:

Crew: 5

C4: x3

C5: x2

C9: x2

Power Plant Size: 6

Shield Generator Size: 6

Base cargo capacity: 1600 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** High level of sexiness. Limited issue.



## 85X



Oh. You use your spacecraft for transport and work? That's nice.

### Overview

The 85X is the 890 Jump's deployable runabout craft and light escort. Deployed from the 890 Jump's integrated hangar, the 85X is primarily used for touring or light personal transport.

The 890 Jump has room for two 85X craft in default configuration.

The 85X is fast, elegant and designed with luxury to match its mothership. The 85X is lightly shielded, armed, and can take up an escort role when necessary, but is by no means designed to be a dedicated fighter craft.

**Role:** Runabout

#### Base Fittings:

Crew: 2

C1: x2

Power Plant Size: 1

Shield Generator Size: 2

Base cargo capacity: 0 SCU

**Special features:** Purchased with and deployed from Origin 890 Jump.

# AEGIS DYNAMICS



## Overview

Aegis Dynamics began life from a merger of two corporations, with the newly minted company entirely focused on spacecraft construction. Aegis Dynamics was created as a company dedicated to warship production, in a time of conflict and never found itself short of customers, notably the rising Ivar Messer.

After the fall of the Messer Dynasty, Aegis Dynamics suffered heavily, having spent decades associated with the tyrannical regime, having been one of its foremost suppliers of spacecraft. Despite losing many clients and its reputation suffering from the past, Aegis Dynamics has rebranded itself and is fast finding a new market in civilians.

With interstellar travel opening, civilian demand for Aegis Dynamics' reliable, war-ready craft rose quickly and Aegis now finds itself supplying (often de-fanged) versions of its fearsome naval power to a growing civilian space industry, whether demanding military grade quality or simply wishing for more safety.

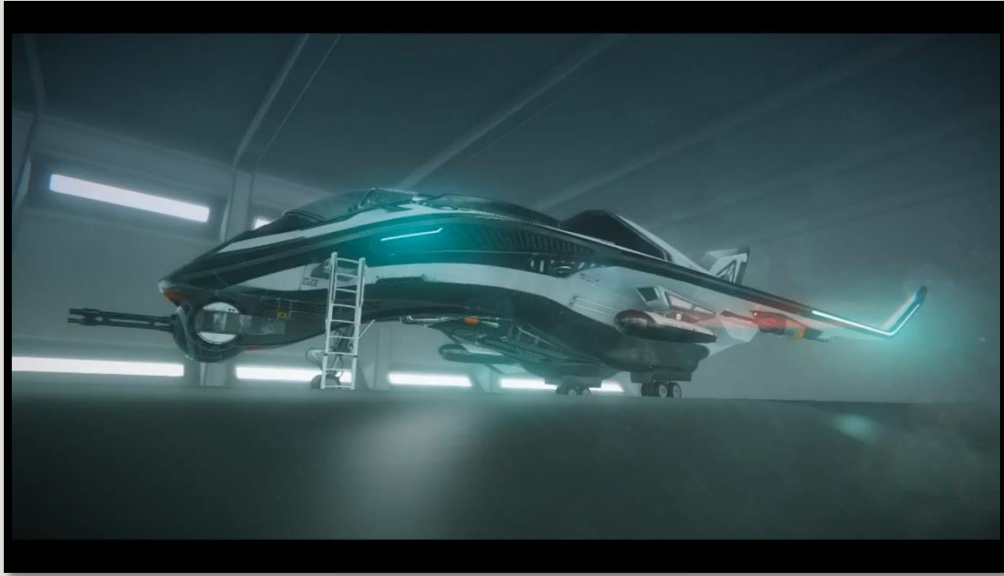
Notable Aegis Dynamics products include:

Avenger – Premier patrol and police craft of the Advocacy, and popular pilot training craft.

Retaliator – The UEE's star long-ranged heavy bomber.



# AVENGER



Aegis Dynamics Avenger in hangar

## Overview

A popular police cruiser and advocacy craft, the Avenger is naturally at home in conflict. It is a fast but low manoeuvrability, heavy dogfighter with significant cargo room for utilities. The standard Avenger includes access to the cargohold from the cockpit, sleeping quarters and its cargohold contains cells for sleeping or criminal containment.

The Avenger is unique in that its nose-mounted weapon system is significantly more powerful than other fighter weapons, but has significant power requirements and could overload its engines in use.

A trainer variant of the Avenger also exists, with the craft converted to a training role and fitted with a second instructor's seat.

**Role:** Interceptor/interdiction

### Base Fittings:

Crew: 1

C1: x3

C2: x2

Power Plant Size: 4

Shield Generator Size: 3

Primary Engines: x1 TR5

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 32 SCU

Sleeping quarters inclusive

**Special features:** Holding cells/additional quarters. Enlarged primary weapon.

# GLADIUS



## Lightweight in the heavyweight's ring

### Overview

The Gladius is the UEE's favourite light patrol and short-ranged fighter, mating high mobility and effective weapons to a cheap, lightweight hull. Although aging and lacking flexibility, the Gladius nonetheless excels in its given role.

Though lacking in flash, the Gladius is a nimble fighter with ample armament and ease of use. It is a born-and-bred fighter, with little room for other roles. Notably, it is one of the few ships able to be deployed from the Idris-class frigate.

**Role:** Light escort

#### Base Fittings:

Crew: 1

C1: x2

C2: x1

C3: x2

Power Plant Size: 4

Shield Generator Size: 3

Primary Engines: x2 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 0 SCU

**Special features:** Limited issue.

# REDEEMER



"Know what I call those flying ships that drop off soldiers? Trooper poopers!" – Gordon Frohman

## Overview

The Redeemer is a troop deployment craft and gunship, built around a role of infantry insertion and fire support. It was the winner of the *The Next Great Starship* contest and was developed by Team *Four Horsemen*.

The vessel is geared toward combat and point insertion of infantry team, whether on the ground or in boarding situations. Once its payload is deployed, the Redeemer is able to remain on station and provide fire support.

**Role:** Gunship

### Base Fittings:

Crew: 3 + 4-6

Hardpoint layout unknown. Includes 2 manned turrets

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x4 TR2

Manoeuvring Thrusters: x4

Base cargo capacity: Unknown

**Special features:** Player designed.

# RETALIATOR



Ball turrets standard. Anti-capital ship torpedoes and widescreen TV optional.

## Overview

The Retaliator is a heavy-bomber that has been released to the civilian market as a modular attack ship with a variety of roles. Armed to the teeth with missiles, turrets and optional anti-capital ship weapons, this ship was built to wage war.

For those not interested in knocking out larger vessels, the Retaliator is highly modular. Its ample bomb bays can be refitted to support cargo or luxury apartment modules. The Retaliator is a hard-skinned, hard-hitting beast in any configuration and is a strong, if inelegant contender in a fight.

**Role:** Long-range bomber

### Base Fittings:

Crew: 8

Hardpoint layout unknown.

Power Plant Size: 6

Shield Generator Size: 6

Primary Engines: x2 TR5, 8xTR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 720 SCU

Sleeping quarters inclusive.

Jump drive equipped

**Special features:** Able to make use of anti-capital ship weapons, luxury apartment accommodation or other upgrades. Limited issue.



# RECLAIMER



## OM NOM NOM SPACE JUNK

### Overview

The Reclaimer (originally Surveyor) is a specialised salvage spacecraft featuring a number of tools that allow it to excel in its role. The Reclaimer is a large ship with ample room for salvage related equipment for recovering spaceborne salvage or asteroid resources.

The Reclaimer features multi-purpose hardpoints that can be fitted with weapon systems, floodlights, scanners, tractor beams and other options. It also houses a payload of Surveyor-class drones for seeking out salvage. A small, manned cutter craft is provided for a secondary search and recovery function, allowing a small crew to conduct EVA salvage activities. The cutter will have necessary space to return salvaged items. The cargo hold is described as having adequate volume to store an entire Constellation.

The Surveyor is the first purpose-built salvager in Star Citizen.

**Role:** Salvage

### Base Fittings:

Crew: 5

C4: x2

C5: x1

C9: x4

Shield Generator Size: Unknown

Base cargo capacity: 2500 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Heavy salvaging capability. Drone and cutter deployment. Limited issue.

# IDRIS-M (MILITARY)



Idris-M – Current Idris-M configuration

## Overview

The heaviest and most firepower-laden ship that can be pledged for, the Idris-M is the rare, military variant of the Idris frigate. Filling a role of heavy, fast attack and fleet support, frigates are the first class of large scale warships, a step up from the corvette.

The Idris-M is bristling with a wide variety of weapons and able to deploy a trio of single-seat fighters, this ship is able to deploy into any combat situation and be a considerable force.

The Idris-M is an extremely limited issue ship, having been removed from the store by RSI and not re-sold since. It is the most powerful combat ship purchasable by players to date.

**Role:** Combat

### Base Fittings:

Crew: 10

C5: x7

C7: x1

C8: x1

C9: x1

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x8 TR5

Manoeuvring Thrusters: x8 TR3

Base cargo capacity: 860 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Deploys 3 single-seat fighters. Includes spinal-mounted railgun. Extremely limited issue.



## IDRIS-P (PEACEKEEPER)



Idris-class frigate, previous configuration.

### Overview

The Idris-P is one of two existing frigates that players can purchase, with the other Idris-M being extremely limited.

The Idris-P is a variant of the Idris geared toward cargo, humanitarian and defensive roles rather than unflinching warfare like its big brother. The Idris is the largest combat ship that players can pledge for.

Bristling with a wide array of weapons and capable of fielding three fighters, this ship is designed to face down a large variety of foes in combat. The Idris-P is also able to carry more cargo than the Starfarer.

The Idris-P lacks the spinal-mounted heavy railgun and its nose turret is a smaller version than that of the Idris-M. It may, however, refit the larger variants at substantial expense.

**Role:** Combat/civilian heavy support

### Base Fittings:

Crew: 10

C5: x6

C7: x1

C8: x1

Power Plant Size: Unknown

Shield Generator Size: Unknown

Primary Engines: x8 TR5

Manoeuvring Thrusters: x8 TR3

Base cargo capacity: 1720 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Can deploy 3 single-seat fighters. Largest warship accessible via pledge.

# JAVELIN



*Swift. Uncompromising. Expensive.*

## Overview

The Javelin-class destroyer is the first destroyer unveiled to Star Citizen. Built as a step up from frigates, destroyers are known to be the largest ship class that can be purchased conventionally by players.

The Javelin features multiple turrets and limited fighter deployment capability.

**Role:** Unknown

**Base Fittings:**  
Fittings unknown

**Special features:** First destroyer unveiled. Fighter deployment capability.

# ANVIL AEROSPACE



## Overview

Headquartered in Nova Kiev, Terra, Anvil Aerospace has consistently provided reliable, rugged hardware to military contractors for over almost centuries. The company's experience in military aircraft is unparalleled, with their iconic *Hornet* accounting for more monetary damage done in conflicts than any other naval craft.

With their livelihood in military contracts secured, Anvil Aerospace has turned its focus toward civilian markets, albeit with initial resistance. With frontier security and crime being a constant shadow over interstellar travel, Anvil Aerospace's offerings of near-military grade hardware to civilian markets has resulted in great demand.

Notable Anvil Aerospace products include:

F7A Hornet – Iconic interstellar fighter of the UEE Navy.

T8A Gladiator – The UEE Navy's most common carrier-based bomber.

# ANVIL AEROSPACE F7 HORNET



Anvil Aerospace F7A Hornet in flight.

## Overview

The Anvil Aerospace Hornet is perhaps the most famous fighter in the UEE, being the iconic craft of maverick dogfighters. The basic Hornet is a heavy dogfighter with an emphasis on firepower and durability, with variants that greatly enhance its potential.

Although less fearsome than their father, civilian variant Hornets are still amongst the most useful craft in any combat arena. They are slated to feature adequate manoeuvrability and speed alongside strong armour and great weapon selections for a variety of combat roles.

Hornets are commonly sought by pilots seeking short-range, dedicated combat. In exchange for their considerable firepower and stubbornness, Hornets give up versatility and non-combat applications to become the premier dogfighter in any conflict they engage in. Military variant hornets are not available legitimately to the civilian market, but Anvil Aerospace modified a line of de-fanged Hornets to the civilian market.



## F7C HORNET (CIVILIAN)



Highway to the dangerzone!

### Overview

The F7C is the standard civilian model Hornet, providing an effective combat craft without neglecting cargo room. A toned-down version of the military-grade Hornet, the F7C should not be under-estimated in combat and its usefulness in small cargo roles shouldn't be ignored.

Despite being plain, the F7C is still very much a thoroughbred fighting craft and is normally used as such, making use of its wide variety of ordnance to stand toe-to-toe with any of its contemporaries.

**Role:** Civilian close-support

### Base Fittings:

Crew: 1

C1: x2

C2: x2

C3: x2

C4: x2

Power Plant Size: 3

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 16 SCU

## F7C-S (STEALTH)



*"When war is declared, truth is the first casualty." - Aeschylus*

### Overview

Sacrificing some of the formidable weaponry of its brothers, the F7C-S brings radar and light absorbent material and a low-signature engine to the table. The F7C-S is geared for stealth operations, infiltration and ambush. Although lacking the patented ferocity of other vessels, it more than makes up for it by exploring more subtle roles and is still be a formidable craft in a dogfight when upgraded.

**Role:** Infiltration

### Base Fittings:

Crew: 1

C1: x2

C2: x2

C3: x2

C4: x2

Power Plant Size: 3

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU



## F7C-R (TRACKER)



*The interstellar bloodhound.*

### Overview

Sacrificing weaponry to field an advanced sensor suite, the F7C-R is designed solely for the purpose of hunting and tracking enemy vessels. The sensor suite can be used to augment explorers in scanning for anomalies or to support combat operations in a command and control role. When threatened, the F7C-R is still a capable dogfighter and is by no means a weak contender in a fight.

**Role:** Scout/Command and control

### Base Fittings:

Crew: 1

C1: x2

C2: x2

C3: x2

C4: x2

Power Plant Size: 3

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

## F7C-M (SUPER HORNET)



*For those who pride themselves in being straightforward negotiators.*

### Overview

The F7C-M Super Hornet is the highest end civilian Hornet variant available. It is an uncompromising brawler designed to engage and destroy a variety of targets using a dazzling array of weapons and stubborn defences mounted on the classic, rugged chassis. A second seat is provided for co-pilots, commanders or prisoners.

The ship is as modular as any variant before it and is the heaviest of the Hornet variants. The Super Hornet starts out well armed and ready to fight. Its major downsides are the lack of cargo room and subsequently, lack of use in non-combat roles. The Super Hornet is a born and bred fighter.

**Role:** Space superiority

### Base Fittings:

Crew: 2

C1: x2

C2: x2

C3: x2

C4: x2

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

Jump drive equipped.

**Special features:** Two seats. Lots of guns. Limited issue.

## F7A (MILITARY)



### Overview

The F7A has been the gold standard of space dogfighting for many decades and remains the UEE Navy's premier dogfighting ship. Having a reputation for overwhelming firepower and durability, the F7A is an exceptional craft in any arena.

The F7A is not available for civilian purchase due to restrictions on the acquisition of military hardware by civilians. Civilians are provided with a range of civilian variant Hornets instead, should they desire similar ships.

The Hornet F7A is set to feature strongly in Squadron 42.

**Role:** Military close-support

### Base Fittings:

Crew: 1

C1: x2

C2: x2

C3: x2

C4: x2

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x1 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

# T8A GLADIATOR



Boom on a budget.

## Overview

The UEE's favourite carrier-based bomber and space-to-surface bombing craft has somehow found its way into your hangar. The Gladiator is a rugged, stubborn craft geared toward punching above its weight class – preferably whilst escorted by friends.

The civilian variant is modular enough to be usable as a light cargo hauler while retaining formidable durability. The Gladiator features a second seat for a gunner who operates a turret directed to the craft's rear. The co-pilot can also fill command, radio and other roles.

**Role:** Carrier-based bomber

### Base Fittings:

Crew: 2

Hardpoint layout unknown

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x2 TR4

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

**Special features:** Able to make use of anti-capital ship weapons. Limited issue.

# CARRACK

## Overview

The Anvil Aerospace Carrack was the UEE's preferred exploratory craft in their major expeditions. The Carrack has now been authorised for civilian release and presents an outstanding, dedicated exploration option to the more adventurous captains.

The carrack is fitted with enlarged fuel-tanks for long operations, advanced jump drive arrays and a computer room for jump charting to and from unknown space. The ship is equipped with sleeping quarters and medical and repair facilities to allow crews to function for long periods in deep space.

**Role:** Exploration

### Base Fittings:

Crew: 4

Hardpoint layout unknown

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x4 TR4

Manoeuvring Thrusters: x12 TR2

Base cargo capacity: 230 SCU





# F8 LIGHTNING

## Overview

Due to increased numbers of Vanduul incursions and other conflicts, Anvil Aerospace set out to develop a new, high-end space superiority fighter. Not only more heavily armed than the F7, the F8 is also more nimble and an ideal craft to deploy wherever space is contested.

The F8 eschews the turreted weapons of its predecessor for additional forward-firepower. Combining intense forward fire with its high speed, the F8 is set to be a major player in conflicts near and far.

**Role:** Space superiority

### Base Fittings:

Crew: 1

C1: x4

C2: x1

C3: x2

C4: x1

Power Plant Size: 5

Shield Generator Size: 4

Primary Engines: x2 TR4

Manoeuvring Thrusters: x12 TR1

Base cargo capacity: 0 SCU



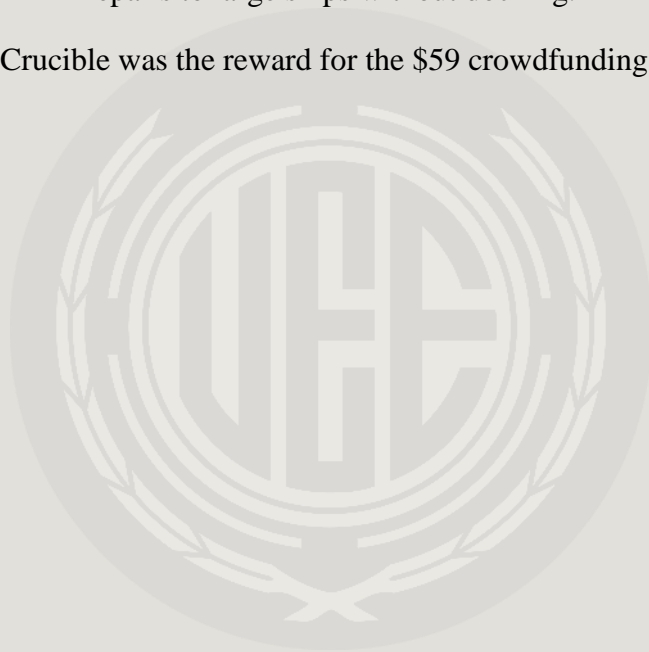
# CRUCIBLE

## Overview

The Crucible is a dedicated field-repair ship. Its core features are little more than a cockpit, drives and a modular field workshop. With this setup, the Crucible's workshop can be used to make EVA repairs, or latch onto damaged ships to bring repairs to crippled vessels. The workshop is capable of artificial gravity environments or zero-G and the cockpit is fitted with repair tools and can swap out its weapons for tractor beams.

The Crucible will be one component of a set of repair mechanics for Star Citizen. Future repair systems include the erection (heh) of scaffolds in space around a ship to conduct repairs. These scaffolds, entitled External Repair Structures (ERF) can be fitted with tractor beams, repair kits, as well as weapon and thruster mounts. This system will be the next best option for a damaged ship, other than docking safely. ERFs will be essential for making repairs to large ships without docking.

The Crucible was the reward for the \$59 crowdfunding goal.



# MUSASHI INDUSTRIAL AND STARFLIGHT CONCERN (MISC)



## Overview

MISC was founded from the merging of two companies and combining their expertise and infrastructure, a high efficiency, high productivity powerhouse has emerged. The core of MISC's production is efficient, industrial craft that has become a widespread symbol of their modularity and reliability.

MISC is well known for their automated factories and extreme precision. Additionally, they are the only major corporation to co-operate on a regular basis with the alien Xi'an, incorporating various Xi'an derived technologies into their newer ships. With an established reputation in transport and logistics, MISC is now turning to the private market with the launch of a general freight ship, the Freelancer and a heavy fuel hauler, the Starfarer.

Notable Musashi Industrial and Starflight Concern (MISC) products include:

Freelancer – Popular, mid-range freight ship.

MISC-D – MISC-produced spacecraft with significant Xi'an influences.

# FREELANCER



MISC Freelancer in flight

## Overview

MISC produces efficient, affordable, modular designs for its customers, generally leaning toward freight vessels and non-combat. The Freelancer is the base ship in their line of light freighters that are well-armed enough to tackle minor threats and modular enough to explore space and undertake special roles with light modifications.

The base model Freelancer is reliable and simple, fitted with ample cargo space and fair defences, it has found its way into the hearts of captains who wish for a mid-sized, no-nonsense freight ship.

**Role:** Mercantile

### Base Fittings:

Crew: 2

C3: x4

C4: x2

C5: x1

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

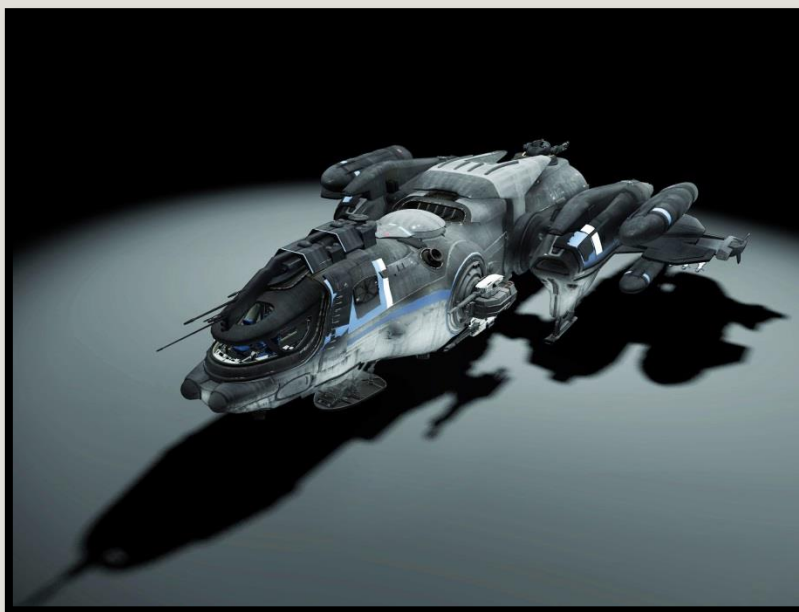
Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 168 SCU

Sleeping quarters inclusive

Jump drive equipped

## FREELANCER DUR (DURATION)



Winner of the Mason Award for Worst Named Spacecraft 2 years running.

### Overview

Modifications to the Freelancer have allowed it to excel as an exploration craft. Being a hull with ample room for changes and upgrades, the Freelancer was a perfect stepping-off point for an exploration ship and the Freelancer DUR delivers in spades.

Sacrificing some of its cargo room and weapon hardpoints, the Freelancer DUR mounts an improved scanning array, an upgraded jump drive and increased fuel storage. The vessel remains a competent fighter in emergencies, but its core role has been shifted to exploration.

**Role:** Exploration

### Base Fittings:

Crew: 2

C3: x2

C4: x2

C5: x1

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 148 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Enhanced jump drive and fuel bay

## FREELANCER MAX (MAXIMUM)



"But wait, there's more!" - Billy Mays

### Overview

Delivering on the demands for a mid-ranged, affordable freight ship, MISC introduced the Freelancer MAX as an effective hauling ship for newer captains, seeking to ply the spacelanes with cargo in a growing universe.

The Freelancer MAX is the enhanced cargo variant of the Freelancer, featuring a significantly expanded hull to accommodate a large amount of extra cargo. Additionally, the power plant is upgraded in order to support twice as many engines of the same size as other Freelancer variants, but at the expense of shield generator size. Firepower is reduced from the standard Freelancer, but still reasonable.

**Role:** Transport

### Base Fittings:

Crew: 2

C3: x2

C4: x2

C5: x1

Power Plant Size: 6

Shield Generator Size: 4

Primary Engines: x4 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 280 SCU

Sleeping quarters inclusive

Jump drive equipped



## FREELANCER MIS (MISSILE)



Never trust a weapon system that has 'miss' in its name.

### Overview

Straying away from their routes in corporate and logistical ships, MISC produced the Freelancer MIS, a dedicated missile platform aimed at militias and other groups desiring effective firepower in a simple package.

Trading off much of its siblings' cargo space, the Freelancer MIS mounts a formidable array of missile-based weaponry instead. The MIS was only produced in small numbers due to incidents involving its armament, but existing models still carry the famous MISC reliability.

**Role:** Militia

### Base Fittings:

Crew: 2

C3: x6

C4: x5

C5: x1

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 132 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

# STARFARER



*It's much more than a sluggish cargo vessel. It's a sluggish cargo vessel that is fitted with a pirate magnet.*

## Overview

Some vessels in the history of spacecraft design are renowned for their elegance, strength, speed and durability. This is not one of those vessels.

The MISC Starfarer is the galaxy's standard fuel hauler and mid-range cargo ship. While very lacking in firepower and self-defence capability, it is a tremendous asset for captains wishing to carry fuel and freight or those wishing to collect fuel and refine fuel from the sources in the galaxy.

**Role:** Transport

### Base Fittings:

Crew: 2

C2: x4

C3: Unknown

C5: Unknown

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5 1TR6

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 900 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

# ENDEAVOR

## Overview

The Endeavor-class research platform is an exceptional undertaking by MISC. Intended to serve as a dedicated, deep space research platform, the Endeavor is able to carry a tremendous amount of scientific and scanning equipment to fulfil its role.

The chief fittings for the Endeavor are research equipment, additional shielding and scanning suites built around a central laboratory. Additionally, the famed modularity of MISC is present in this hull, with modification into a Hope-class hospital ship being possible. In this configuration, the ship can maintain a Cutlass Red in its hold for ambulance usage. Less legitimate uses for the Endeavor range from drug production to illegal surgery.



# HULL C

## Overview

MISC is noted for producing a variety of efficient, modular transport ships of varying sizes, with hulls being designated into a class from A to D. Historically, their hulls are easy to modify for different tasks and are often manufactured with different roles in mind.

The Hull C is traditionally an unassuming, heavy freighter, able to tackle almost any transport need thrown its way, but criminals have recently begun to take a liking to the ship's modularity. Smugglers are known to fit the Hull C with modifications such as scanner-fooling technology, rapidly decompressible hulls and hidden compartments to fool customs and police without modifying the external features of the ship.

**Role:** Transport

### Base Fittings:

Crew: 5

C2: x4

C3: Unknown

C5: Unknown

Power Plant Size: Unknown

Shield Generator Size: 7

Primary Engines: x10 TR4

Manoeuvring Thrusters: x8 TR3

Base cargo capacity: 9000 SCU

Sleeping quarters inclusive

Jump drive equipped

**Special features:** Limited issue.

## DRAKE INTERPLANETARY



### Overview

A maverick amongst manufacturing giants, Drake Interplanetary is known for its unusual marketing and infrastructure location, thereby not-entirely-unintentionally creating an image for themselves that's as rugged and roguish as their ships and clientele.

Drakes focus is on combat spacecraft, but more importantly: cheap, rugged combat spacecraft that should be as widely available as possible. Although not officially involved in any illegal activities, Drake Interplanetary is infamous for its supply of spacecraft to illegitimate groups on the fringes of space. Despite the company carefully curating an image of bravery and roguishness, Drake Interplanetary vessels inexplicably find their hands into pirate and rebel groups, to the point where Drake has started using pirate terminology in their product names.

No matter the moral convictions people have, Drake Interplanetary has grown to be a giant in spacecraft manufacturing due to their decision-making and is showing no signs of stopping.

Notable Drake Interplanetary products include:

Cutlass – Popular militia and outlaw ship

# CUTLASS



What's red and blue and black all over?

## Overview

Officially marketed as a search and rescue or light militia ship, the reality of the Cutlass is that it's a thinly disguised pirate ship. Featuring a docking collar, tractor beam, ample armament and room for a crewman to board target ships, the Cutlass is the ideal starter pirate ship whether working alone or in packs.

The entire Cutlass line shares Drake's hallmarks in design – modularity and clunky design, but underneath the cheap exterior is a shockingly mobile ship with surprising firepower and versatility. Where pirates, militias and rogues roam, the Cutlass is still the go-to ship, with a number of useful variants to suit different tastes and roles.



## CUTLASS BLACK



Drake Interplanetary is constantly derided over the disturbing lack of black on the Cutlass Black.

### Overview

The default model of the Cutlass line, the Cutlass Black is the do-all solution for militias and budding criminals on a budget. Featuring considerable firepower and mobility on a platform that has a fair amount of cargo space as well as utilities such as a tractor beam, the Cutlass is explicitly developed for combat search and rescue, a role which some individuals insist does not require that the target actually *need* rescuing initially.

The Cutlass line's signature mobility is ever present on the Black, but pilots should take care that they do not end up engaged in combat ships with more firepower or mobility. With the Black, versatility is the name of the game and captains on all sides of the law can find a place in their heart for rugged simplicity and versatility.

**Role:** Militia/Patrol

### Base Fittings:

Crew: 3

C1: x2

C2: x1

C3: x2

C5: x1

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x2 TR4

Manoeuvring Thrusters: x8 TR1 x4 TR3

Base cargo capacity: 150 SCU

Sleeping quarters inclusive

## CUTLASS RED



*It lives up to the name.*

### Overview

The Cutlass Red is a modified variant of the Cutlass Black used for search and rescue or ambulance roles. The cargo hold is refitted with respectable medical facilities, as well as a transponder, tractor beam and long-ranged scanner to aid in search and rescue operations. An upgraded docking collar is fitted by default to aid in attaching itself to damaged ships. Of course, sacrifices must be made to accommodate these changes and the Cutlass Red's firepower is sorely lacking as a result.

Despite Drake Interplanetary's reputation, the Cutlass platform makes for an ideal ambulance. When mobility, ruggedness and low maintenance become necessary in ambulances, Drake delivers in spades by providing a low-cost, efficient solution to the problem of combat search and rescue and frontier medicine.

**Role:** Search and rescue

### Base Fittings:

Crew: 4

C1: x2

C2: x1

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x2 TR4

Manoeuvring Thrusters: x8 TR1 x4 TR3

Base cargo capacity: 120 SCU

Sleeping quarters inclusive

**Special features:** Wheeeeeooooooooo bee daw bee daw bee daw bee daw

## CUTLASS BLUE



“Stop right there, criminal scum! Pay the court a fine or serve your sentence. Your stolen goods are now forfeit” –  
Cyrodiil guards and soon, you!

### Overview

When the basic Cutlass Black simply won't suffice, law enforcement and militia turn to the Cutlass Blue, a ship aimed squarely at the soft groin of violent crime around the galaxy.

The Cutlass Blue mates missile deployment ability and holding cells to the already versatile hull. An enhanced engine is fitted to aid in hot pursuit of its quarry with enhanced docking collar and tractor beam supplied as standard. Shield generator fitting space is maximised and even the cockpit is redesigned for extra sleekness. The Cutlass Blue is a more modern Cutlass, for a more law abiding age.

**Role:** Police

### Base Fittings:

Crew: 3

C1: x2

C2: x1

C3: x2

C5: x1

Power Plant Size: 4

Shield Generator Size: 5

Primary Engines: x2 TR4

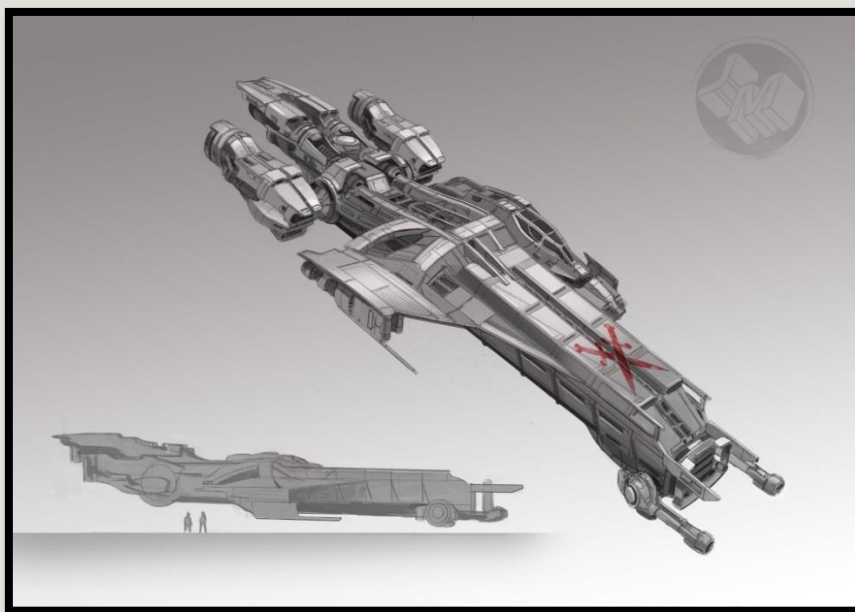
Manoeuvring Thrusters: x8 TR1 x4 TR3

Base cargo capacity: 120 SCU

Sleeping quarters inclusive

**Special features:** Limited issue.

# CATERPILLAR



“Ship like this, will be with you ‘til the day you die.” – Captain M. Reynolds

## Overview

The Caterpillar is a well-armoured and more-or-less armed freight ship with a sinister dual-role: It supports enough crew to make up a deadly boarding team.

Officially, it is used for innocent tasks like hauling freight and extended search and rescue.

Unofficially, the Caterpillar is a deadly and tested boarding ship that is well-armoured enough to withstand a firefight and deploy its boarding teams to a crippled target, with ample cargo space for loot or illegal salvage.

Being a freighter that hosts around half a dozen crewmen, can probably haul a herd of cows and is used in various daring and exciting crimes, the Caterpillar is also the ideal starter ship for roleplayers bitter about the cancellation of the TV series *Firefly*.

**Role:** Completely legitimate and legal transport or search and rescue. Honest.

## Base Fittings:

Crew: 5

C2: x4

Other hardpoints unknown.

Power Plant Size: 5

Shield Generator Size: 5

Primary Engines: x2 TR5

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 3200 SCU

Sleeping quarters inclusive

**Special features:** Limited issue. Extremely useful in lawful and fair applications.

# HERALD

## Overview

Despite having a reputation for producing pirate and pirate support ships that are rugged and cheap, the Herald is a departure from Drake's classic design philosophy. The Herald is a dedicated information runner and as befits a role built around transferring information, the Herald itself is a technological marvel.

The Herald is a small ship built around the principle of transferring information without using the airwaves. The ship is equipped with an unusually powerful engine to support the computing and transmitting equipment and a heavily armoured computer core which stores the information, its encryption software and purge systems to destroy the data. A powerful broadcaster is equipped to the ship to transmit data when needed.

The ship is also geared toward protecting its data – the ship itself is armoured for its size and redundant power supplies and EMP shielding are also present in its hull.

**Role:** Information running

### Base Fittings:

Crew: 1

C1: x2

C2: Unknown

Power Plant Size: 3

Shield Generator Size: 3

Primary Engines: x1 TR4

Manoeuvring Thrusters: x12 TR1

Base cargo capacity: 0 SCU

Sleeping quarters inclusive



## CONSOLIDATED OUTLAND



### Overview

Founded by billionaire Silas Koerner, Consolidated Outland is rapidly establishing itself as a competent, new spacecraft manufacturer. Koerner's vision is to use Consolidated Outland as a deviation from standard, strict spacecraft manufacturing process and the company is set to achieve from its headquarters on the frontier.

Initially a producer of conversion kits for spacecraft, Consolidated Outland is tackling manufacturing giant RSI head on with its new Mustang, a competitively priced craft that is sure to catch the eyes of new and experienced pilots alike.

Notable Consolidated Outland products include:

Mustang – First production spacecraft by Consolidated Outland



# MUSTANG



*Golf GTI in space.*

## Overview

Competing for the hearts of all new spacecraft pilots, the Mustang is set to deliver it at high speed, with its entry into the spacecraft world.

The Mustang is intended to be a starter ship for new pilots looking for a faster vessel, rather than a versatile one. Sacrificing weapons, cargo space, protection and stability in exchange for speed and engine options, the Mustang is well on its way to competing effectively with RSI. At slightly unsafe speeds.

When the Mustang is released, Aurora owners will be able to exchange their Auroras for Mustangs at no additional cost. Insurance policies of all types will transfer to the Mustang.

**Role:** Starter

### Base Fittings:

Crew: 1

C1: x2

C4: Unknown

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 TR2

Manoeuvring Thrusters: x6 TR1

Base cargo capacity: 0 SCU

Sleeping quarters inclusive

# MUSTANG OMEGA



*It's greased lightning!*

## Overview

Since gearing a starter ship to speed using potentially unsafe methods and construction isn't enough, Consolidated Outland has partnered up with Accelerated Mass Design (AMD) to produce a racing variant of the Mustang. The result is one of the fastest ships on the block, with heavy emphasis on style and speed.

**Role:** Racing

### Base Fittings:

Crew: 1

C1: x2

C4: Unknown

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 Unknown

Manoeuvring Thrusters: x6 Unknown

Base cargo capacity: 0 SCU

Sleeping quarters inclusive

**Special features:** Is red, therefore goes fasta.

# KRUGER INTERGALACTIC



## Overview

A small manufacturer of spacecraft, Kruger Intergalactic is best known for manufacturing the P-52 Merlin under license for Roberts Space Industries. The P-52 Merlin is a light fighter that is standard with any Constellation Andromeda.

## P-52 MERLIN



Every Constellation captain's most reliable friend.

### Overview

The P-52 Merlin is a snub fighter included as a stock component with the RSI Constellation Andromeda. The P-52 is a light, fast fighter that is deployed by the Andromeda and used as a scout or light escort for its mothership. It is a highly mobile, light vessel and reasonably well-armed, allowing it to pair up effectively with the larger Constellation in any engagement.

P-52 Merlins are manufactured by Kruger Intergalactic under contract and are included in all standard RSI Constellation Andromedas. The P-52's insurance is covered under the Constellation. If the P-52 or its mothership is destroyed, it will be replaced under insurance.

**Role:** Short-ranged fighter (with Constellation Andromeda)

### Base Fittings:

Crew: 1

C1: x3

Power Plant Size: 1

Shield Generator Size: 2

Primary Engines: x3 TR2

Manoeuvring Thrusters: x8 TR1

Base cargo capacity: 0 SCU

**Special features:** Purchased with and deployed from the RSI Constellation Andromeda.

# ALIEN SPACECRAFT

## Overview

Although human power is extensive, the influence of various alien races cannot be understated. The level of contact between humans and aliens has varied from minimal, to extremely hostile, but as relations thaw, alien designs are slowly coming into human hands, willingly or otherwise.

Of the chief alien factions, the Banu are renowned for their trading prowess and their famed Merchantmen ships are entering human hands. The Xi'an are partnered with MISC in an exchange of technology and ideals. In their violent raids, the Vanduul occasionally part with one of their ships, which may be retrofitted and enter civilian hands.

Even though aliens have almost no influence on the lives of ordinary people, the spread of alien culture and technology is undeniable, and they bring valuable new vessels to the arena that are sure to make an impact.

Alien spacecraft introduced into the game for player use have thus far been limited issue ships with unusual roles and designs.



# VANDUUL SCYTHER



*Pointy and bloody expensive.*

Vanduul Scythe is a unique dogfighter of alien origin. A ferocious, well-armed and exceptionally mobile fighter, the Scythe is ideal for raiding, ambush and hit-and-run actions.

Unique to the Scythe is the ramming blade, a knife-like appendage on the aptly named ship that is usable as a high-impact melee weapon to slice apart incoming light spacecraft.

The price the Scythe pays for its ferocity and speed is a total lack of sleeping quarters or cargo space and versatility. The Scythe is notable for being the first alien vessel placed on sale, and one of the most valuable, due to its rarity.

**Role:** Medium fighter

**Base Fittings:**

Crew: 1

C1: x4

C3: x7

Power Plant Size: 3

Shield Generator Size: 2

Primary Engines: x2 TR4

Manoeuvring Thrusters: x16 TR1

Base cargo capacity: 0 SCU

**Special features:** Vanduul origin. Fitted with a ramming blade. Extremely limited issue.



## AOPOA KARTHU-AL (XI'AN SCOUT)



The second crewman holds the barf bag.

### Overview

The Karthu-Al is an unusual break from spacecraft design philosophy. Unlike most spacecraft using a combination of main and manoeuvring thrusters, the Karthu-Al makes use of a large number of manoeuvring thrusters mounted on articulated rigs in concert with its main thrusters, allowing for extreme speed, manoeuvrability and weapon coverage.

The Karthu-Al is a dangerous adversary in any dogfight, able to use its mobility to rapidly engage or disengage any enemy. Standard military variants are not for export, but Aopoa markets this export variant to humans as a scout and light fighter.

The craft's name is spelled both as *Khartu-Al* and *Karthu-Al* in official sources and the true spelling is not known. Many players simply refer to it as the *Xi'an Scout*.

**Role:** Light fighter

### Base Fittings:

Crew: 2

Hardpoint layout unknown.

Power Plant Size: 4

Shield Generator Size: 4

Primary Engines: x4 TR3

Manoeuvring Thrusters: x8 TR2

Base cargo capacity: 0 SCU

**Special features:** Xi'an origin.

# BIRC BANU MERCHANTMAN



Banu Merchantman in flight

## Overview

The Banu are famed for their reputation as roaming traders and merchants. Specialised Banu merchant ships are some of the most prized possessions within all trader communities for their long range and tremendous cargoholds. Within Banu communities, the merchantman is prized by their owners and often passed between generations.

The merchantman is notably well armed and well-shielded for a dedicated freighter, adding to its value. However, like any freighter, it should never fly without escort in dangerous space.

**Role:** Trade

### Base Fittings:

Crew: 8

Hardpoint layout unknown.

Power Plant Size: 6

Shield Generator Size: 7

Primary Engines: x1 TR6 2x TR5

Manoeuvring Thrusters: x12 TR3

Base cargo capacity: 6000 SCU

Sleeping quarters inclusive.

Jump drive equipped.

**Special features:** Banu origin.

# MISCELLANEOUS SPACECRAFT

## Overview

There are a large number of other spacecraft mentioned in background or seen in concept art that are not known to be pilutable by players, or do not have sufficient details to warrant their own pages. This section lists those craft.

### Miscellaneous Human Ships

**Retribution-class Super Dreadnought** – First mentioned in the Rail Guns section of Galactic Guide: Behring. Later said by developer Robbie Elms to be a *super dreadnought*.

**Panther-class Escort Carrier** – RSI manufactured escort carrier. \$15 million stretch goal reward that is set to be developed by Foundry 42.

**Unknown Utility Ship** – A utility ship to support larger vessels (frigate up) was in the conceptual stage in March, 2014. This vessel may be the Anvil Crucible or another ship.

**Unknown Dropship** – A UEE dropship was mentioned by Foundry 42 Design Director Nick Elms in April, 2014.

**Massive Enclosed Ship Transport** – Galactic Guide: Saisei states that the majority of new MISC Starfarers are shipped off-world in these ships.

**Mover Transport** – RSI manufactured transport mentioned in Spectrum Dispatch 14 November, 2012 – New United Dispatch

**X-7** – RSI manufactured ship. First ship to feature quantum jump engines.

**Zeus** – RSI manufactured ship. First spacecraft widely available to the public.



RSI Zeus advertisement

**Buccaneer** – Drake Interplanetary ship of unknown role or design.

**P-72 Archimedes** – Light fighter attached to the Constellation Phoenix. Constellation Phoenixes are provided with temporary P-52 Merlins until the P-72 is available.

**Torch** – RSI manufactured vessel. Featured in Lore Builder: Issue Three after one taking part in a race lost control and flew into a governor's yacht, killing the governor and his family.

**Cestus** – Dogfighting craft mentioned in Cassandra's Tears: Issue One.

**Zipper** – Combat ship featured in Cassandra's Tears: Issue One.

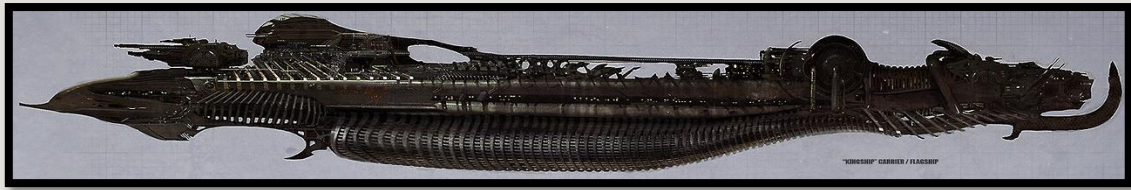
**Anvil** – Combat ship featured in Cassandra's Tears: Issue One.

**Fiera** – MISC manufactured ship of unknown role or design. Featured in Tales of Kid Crimson: Issue Two.



## Miscellaneous Vanduul Ships

**Kingship** – Massive Vanduul flagship/carrier.



Vanduul Kingship

**Harvester Carrier** – Carrier which deploys Vanduul Harvesters for resource collection.

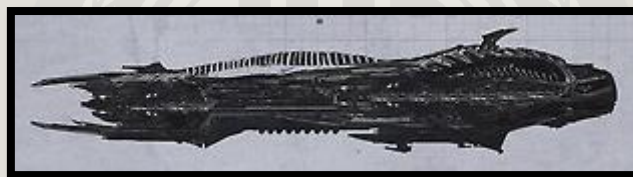
**Harvester** – Vessel deployed from Harvester Carriers to collect resources.

**Mauler** – Vanduul Cruiser-class vessel

**Hunter** – Vanduul Destroyer-class vessel

**Crawler** – Vanduul ship of unknown role. Featured in Cassandra's Tears: Issue 2

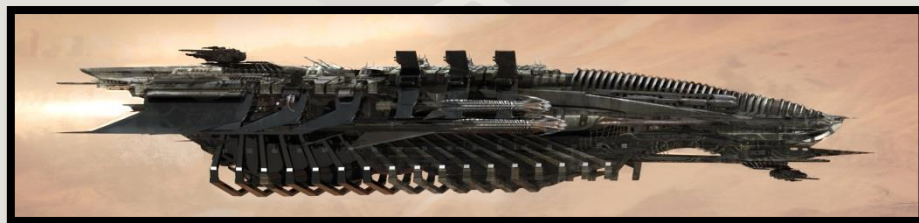
**Communications Ship** – Vanduul communications ship



Vanduul Communications Ship

**Tomahawks** – Vanduul heavy freighter

**Voids** – Vanduul bomber craft



Vanduul Voids bomber craft

**Reaper** – Vanduul ship of unknown role or design.

**Collector** – Vanduul ship of unknown role or design.



## Miscellaneous Xian

**Battleship** – Large, Xi'an warship depicted in concept art.



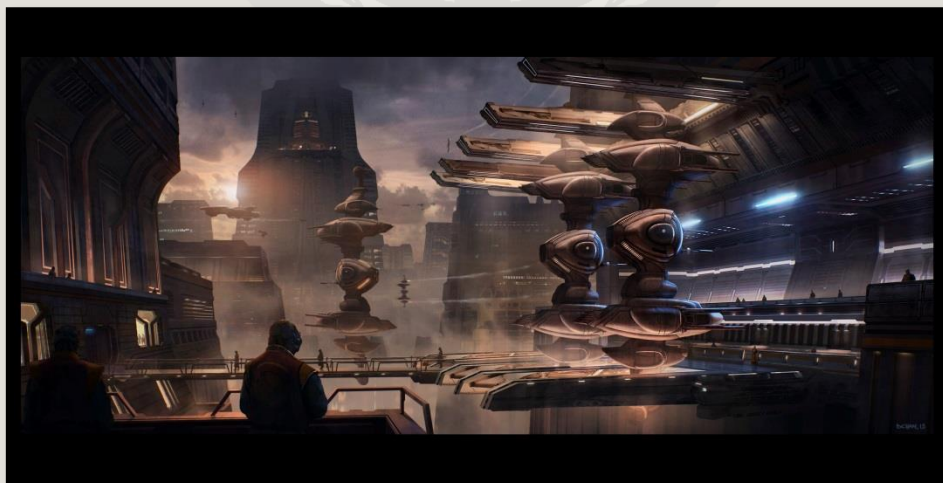
Figure 1 Xi'an capital warship/battleship

**Oracle-class Carrier** – Xi'an carrier ship mentioned in Spectrum Dispatch: 2789: A Cold War Thaws.

**Cargo/Transport Ship** – A Xi'an cargo ship of unknown design was mentioned in Around The Verse, Episode 7. A Xi'an transport ship was mentioned by Foundry 42 Design Director Nick Elms in April, 2014.

**Volper** – Xi'an bomber craft with a role similar to that of the Gladiator or Retaliator.

**Link** – Fighter or bomber craft of Xi'an origin, seen in concept art.



Xi'an Links



## CONCLUSION



## FURTHER INFORMATION

Listed below are a number of useful sources of information, all of which were used by the author in the writing of this guide. These are recommended for reading by all individuals interested in learning more about Star Citizen. If you like my work, leave some nice words or a tip. I need to pay for coffee and carpal tunnel treatment somehow.

### **Official Writer's Guide**

This official guide to writing for Star Citizen is an exceptionally useful bank of information for all players searching for lore-related content. The final episode is linked [here](#).

### **Chris Roberts' Discussion of Flight Mechanics**

In [this](#) forum post, Chris Roberts outlines the planned flight mechanics of Star Citizen.

### **RSI YouTube Channel**

The official RSI YouTube channel includes development diaries, Wingman's Hangar, trailers and convention streams. It can be found [here](#).

### **Star Citizen Wikia**

The Star Citizen Wikia is the largest wikia community for Star Citizen. It is edited and moderated by volunteers and is a useful source of information. The wikia is always in need of new contributors and can be found [here](#).

### **Reddit User dace's Ship Data Spreadsheet**

Reddit User dace has created and continually updates a spreadsheet containing every known specification of every single ship. This spreadsheet is exceedingly helpful for viewing and comparing ship specifications. It is found [here](#).

### **RSI About the Game**

The [RSI About the Game](#) page contains valuable information on the functionality of spacecraft and a number of enjoyable videos.

### **RSI Funding Goals**

The [Funding Goals](#) page on the RSI website is an impressive look into what backers have accomplished so far. It also works as a comprehensive features list of everything that Star Citizen strives to become.

### **Letters from the Chairman**

Letters from the Chairman are posted every time Star Citizen reaches a funding milestone. They contain useful information on upcoming features to Star Citizen. Linked [here](#) is the letter detailing first-person action mechanics and boarding.

### **RSI Ship Specs Page**

The official [Ship Specifications](#) page is normally horribly out-of-date, but provides reasonably clear layout of information about each ship. Don't forget to press the buttons on the lower-left for additional information.

### **Death of a Spaceman**

Chris Roberts outlines Star Citizen's death mechanics [here](#).

### **Multiple Packages Clarification**

The workings of multiple characters, character slots and packages are explained [here](#).

## LETTER FROM THE AUTHOR

Dear Reader,

I am not a smart man.

After nearly burning myself out writing this thing a full year ago, I sought to begin the long process of keeping it up to date. This had the small side effect of having to add new pages with new content and this required updating the Table of Contents.

At that point, I did not know that Microsoft Word could generate a Table of Contents and update it for you automatically. The hassle of updating over a hundred pages of Table of Contents manually drove me to drop this project entirely.

I thank everyone who has read this guide and provided feedback. Your support is invaluable to supporting my ego. I will now attempt to keep this guide up to date and when I encounter simple problems, I will now endeavour to Google for solutions prior to giving up.

Once again, thank you.

Sincerely,

L. Tao



# SPECIAL THANKS

## Special Thanks

### **Cloud Imperium Games Staff**

For making me work my ass off on this thing a possibility

**Me**

I rock

**Gwen**

For loving me despite how stupid I am

### **Star Citizen Wiki and Image Providers**

For supplying me with the majority of the images in this work

**Kinslayer**

Gifting me an F7C-M SuperHornet

**Father Malcom Phoss**

Gifting me a skin

**Reddit user dace**

Constructing and updating the ship statistics spreadsheet

**Reddit user Baragoon**

Providing the ship and packages price list

**EVE Online**

BIG SPACESHIPS YAY

**Katie Melua**

For keeping me sane while writing

# ABOUT THE AUTHOR

## SHAMELESS SELF-PROMOTION

Lane Tao is a writer working in video game development, spending his days making sentences for a paycheque. He writes and plays video games recreationally – that's a pretty good combo for the job.

He is of Chinese descent, born in 1994 and raised in South Africa his entire life.

The author seeks to turn his writing and video gaming habit into something that will keep him from starvation or death by exposure. The plan is currently going kind of okay.

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## CHANGELOG AND AUTHOR'S NOTES

17/11/2013 – The BIG S.C.A.M is conceived, against the wishes of my girlfriend.

23/11/2013 – First draft of the BIG S.C.A.M completed. The Big Buyer's Guide is integrated into the BIG S.C.A.M as the Ship Database. 22 000 words including the Ship Database.

27/11/2013 – Locations category added. Multiple ships added. Fixed textual errors. Reworked Commendations. 25 700+ words including the Ship Database.

21/10/2014 – Oh my god my wrists hurt. 32 000 words.

22/10/2014 – Nope. Still hurt. 35 000 words.

26/10/2014 – 37 000 words. Additions to first-person, ship variants, luxury gameplay and a locations entry with other changes and fixes.

Notes: Wow. My wrists hurt from beating the keyboard to make this stupid thing. If you find any errors of spelling, grammar or information, do not hesitate to yell at me about it. Because I don't have enough problems already.

